

KONAMI

Castlevania[®] Curse of Darkness[™]

BASED ON A GAME
RATED BY THE
ESRB



COVERS PLAYSTATION[®] 2 COMPUTER ENTERTAINMENT SYSTEM



Castlevania[®]

Curse of Darkness[™]

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CHARACTERS

HECTOR

The game's protagonist.

A former devil forgemaster who betrayed Dracula three years ago. After renouncing his powers, Hector had been leading a normal life when his beloved was executed as a witch.

He has vowed to exact vengeance upon Isaac, who cleverly manipulated the witch trial.



ISAAC

A devil forgemaster that served Dracula alongside Hector.

Convinced that Dracula's defeat at the hands of Trevor Belmont was due to Hector's betrayal, Isaac has lured Hector back to Valachia and forced him to once again embrace the dark power of devil forgery.



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JULIA LAFOREZE

A true witch that escaped the witch hunts.

Sells items and takes care of Innocent Devils that are not with Hector.

She desperately wants for Isaac to be defeated.



TREVOR BELMONT

The man who defeated Dracula three years ago.

A descendant of the Belmont Clan, he wields the infamous whip, the Vampire Killer. He returns to Valachia after hearing rumors of a devil forgemaster once again stirring chaos in the land. Will he help Hector or try to destroy him?



ZEAD

A man that seeks to abolish the curse that is afflicting Europe.

He wishes for Isaac to be vanquished so that the curse may finally be lifted. He constantly supplies Hector with information about Isaac and his whereabouts.



SAINT GERMAIN

A mysterious individual whose true motives are unknown.

He wishes for Hector to stop his pursuit of Isaac... but for what purpose?



GAME SYSTEM

SKILLS

GUARD

This is your basic blocking attack that is suitable for basic attacks. Power moves and Boss attacks can make you drop your guard and even break right through your block. This move does offer you pretty good protection, but don't rely on it later in the game.



PERFECT GUARD

It will take a bit of practice to master this skill, but it is well worth the time. Once you have timing down, you can take on almost any foe without fear! Perfect Guard will let you safely block just about any attack in game. Furthermore, it will often stun your enemy, and give you a chance to counter attack. This is indispensable on Boss fights where their attacks are too strong to block and too numerous to continue to evade.



QUICK STEP

Along with the Perfect Guard skill, this is a staple move and is the key to your survival. This is not merely a quick dodge maneuver; you have to remember that you're invincible while performing this step. This move will allow you to pass through any attack -- beam weapons or other impending doom unharmed. As a simple rule of thumb: If you can't Perfect Guard against something, Quick Step through it.



DOUBLE STEP

Essentially a second Quick Step that is performed right after the first. This may make it seem like you can remain invincible for a long time, but it is often better to use a well-timed Quick Step rather than trying to perform the move over and over. This is a good way to reduce your odds of getting hit, when trying to escape or evade a large area attack.



SEE DAMAGE

This skill will give you an idea of how much damage you are doing to an enemy. This can be useful, especially when trying to figure out what will cause each enemy the most damage. Only Bosses have life bars, so this can also serve as a measure of how much life an enemy may have left.



SEE ENEMY NAMES

Pretty obvious what this does, but the importance is that knowing what you are fighting is half the battle. The enemy name will appear in the bottom right-hand side of the screen.



BESTIARY

More than a mere list of monsters, this tome has a collection of valuable data, such as what they are weak and tolerant to. It also details their item drops and what can be stolen. This info seems interesting at first, but when you are looking for a specific material to make a weapon, you will really appreciate this section. Check the back of the book for complete details on every monster in the game, including the Bosses.



WEAPON COMBINING

One of the coolest RPG aspects of the game, weapon combining allows you to make your own weapons and armor. There are about 40 different types of materials to experiment with, and you will be checking the combine menu a lot to see what can be created from the materials you find.



STEAL

You have to steal if you want to make some of the toughest and most interesting weapons and armor in the game. Lock on to an enemy, and when it turns purple, you will be able to steal from it. Sounds easy, but the actual time frame and circumstances that cause the lock to stay purple is unique to every enemy. It is extremely hard to ever get a purple lock on certain enemies, let alone steal from them. Needless to say, these enemies are usually the ones with the most valuable materials in their possession.



MAP CHECKER

It's about time a game let you "write" on an auto map. How games have we all played where you wanted to go back to an area and forgot where it is? This handy feature lets you mark up the map with colored X's. A simple innovation to be sure, but one that is long overdue and much appreciated.



I.D. EVO CRYSTAL

Each color type of weapon will cause a corresponding color Evo Crystal to drop. When these are fed to any of your Innocent Devils, they'll evolve if they have met their requirements. This feature of feeding them can be toggled on and off, if you want to level up before having your I.D. move on to its next form.



I.D. CHART

Chart the progress and evolution of each of your Innocent Devils. This graph will display the current form and even paths of another I.D., if you forge it from a Devil Shard. The graph is important to monitor, since it shows what type of weapons leads to what branches based on the Evo Crystal it is fed. Check out the Innocent Devil section for complete details on their evolution and abilities.



TYPES OF ATTACKS

There are essentially two buttons to use to attack your target. The attack button initiates a regular series of attacks, and you can continue to press it to execute a standard combo. However, after any of the regular attacks, you can press the final attack button to activate a unique move. The type of attack will change depending on when in the string you press the final

attack button. For example, the action performed will be different, if you press the final attack button after the first, second or third strike. Experiment with each weapon to learn its unique forms of attack. Here is a sample of the effects of pressing final attack after the indicated number of strikes:



REGULAR ATTACK
X 3



REGULAR ATTACK
X 4



REGULAR ATTACK X 5
+ FINAL ATTACK

WEAPON CATEGORIES

There are five types of weapons in the game, and each one has traits that are unique to its category. There is really no single type that is better than another, as they are designed to have a unique feel and style. It is completely up to personal preference when it comes

down to which weapons to use. Still, each player will likely have a favorite based on his range, speed, style, etc. One other important factor is that each type has its own special series of final attacks.

SWORDS

Swords are fast and powerful, and they are probably the first choice, since they are so familiar in nature. The attacks and final attacks combos consist mostly of piercing moves and multiple spinning hits.



AXES

This category consist of slow, but powerful weapon. This is not for the quick cut 'em player, and is best suited for those players who want to swing less but do more damage. Several of the final attacks consist of a pop-up move or a great shattering smash.



SPEARS

These long weapons have incredible range, but do slightly less damage. They may seem weak at first, but the fact that you can cover so much area, makes up for it. The final attacks include a whirl wind, spinning attack and a lethal uppercut.



KNUCKLES

Likely to be undervalued by their relatively small size, Knuckle weapons are a blast to use. Since they're up-close melee weapons, they have very little range, but you can perform long combos. The final attacks possess the most variety in the game, including a rapid punch, a powered uppercut and a ground-level spinning "breakdance" move.



SPECIAL

These weapons are the toughest to make, and the most unorthodox. They include all sorts of projectiles, from a shuriken to a bomb and even a Gatling gun. They're mostly used for novelty, but are actually some of the best weapons in the game due to their ability to stagger enemies, thereby allowing you or your I.D to attack over and over. The toughest part will be getting the materials to even get a chance to check out some of these cool toys.



CONDITIONS, WEAKNESS, & TOLERANCE

There are 11 different categories of damage types. Several of these types, such as Poison and Curse, have a lasting effect that requires an item for you to cure yourself. Also, Paralyze and Stone are affects that are temporary, but you must literally shake them off to help break their hold. The rest of the damage types are simply categories that lower your health.

Player	LV	HP	ATK	DEF	STR	CON	LCK	EXP	Next	Gold	Time
	70	739/756	036	100	073	073	073	774729	1492	12847	025:08:58

Learning about these damage groups is very important for survival. When fighting enemies, it is important to remember that each type has its own weakness

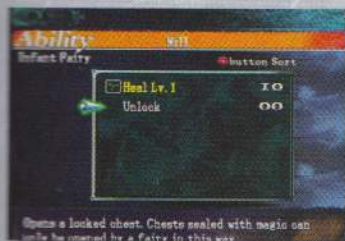
and tolerance. Knowing what type of attacks you will face can give you a huge advantage in a fight, due to the rings that can offer you resistance to those types of attacks. Likewise, if you know an enemy's weakness, you can exploit it to increase damage. Some of these are rather obvious by their attacks, but you can always refer to the bestiary to check for yourself. It is a pretty safe bet that an enemy is tolerant and weak to the opposite type of category, such as fire and ice, light and dark, etc. So if an enemy is shooting flames and at you, you can assume it is tolerant to fire and weak against ice.



INNOCENT DEVILS

There are six types of I.D.s to acquire in the game. All but one of them will join you when you enter the special rooms with green doors. The last I.D. is a special type that requires a very special weapon. Once you have these companions you can go to Julia's shop to store, remove and even raise new ones. There are a myriad of types and abilities for your Innocent Devils so be sure to check the next section for all the de-

tails. Throughout the game these companions will be your life saving friends. Often times, they will tip the balance of battle in your favor. Also and perhaps more importantly their abilities are the key access many "secret areas" that hold valuable items. Having the right I.D with the correct ability is the key to completing the game 100 percent.



ABILITIES MENU FOR AN INNOCENT DEVIL



AN INNOCENT DEVIL USES AN ABILITY



THINGS TO KNOW

There are many unique aspects to this game but here are a few of the important things to keep in mind...

- The "candles" or large light sources in each room are a great way to stock up on items. If you smash them as you leave each room you should always be full of Serum, Uncurse, Potions and even High Potions. Note that High Potions won't appear in these breakable candles until the last two levels.



- The Save Rooms are obviously the point where you save your game, but you should briefly step into this room anytime you need to heal. These rooms will completely restore the life of your character and your Innocent Devils.



- Many rooms will lock you in and force you to defeat all the monsters before the red bars will drop. However, keep in mind that, for the most part, once the gates are dropped you can return to this area without having to fight the monsters again. This is important because you can defeat your foes to unlock the gate and go to a save room to heal without having to defeat the enemies again.



- Use the right gear for the right job. In other words, equip the right type of protection for the types of monsters you are fighting, as well as weapons that make it easy to battle specific types of monsters. For example, spears are great to take out crowded rooms but a heavy axe type weapon may not be the best choice to jump up to combat a Harpy. It is very easy to forget to optimize your gear, but always try to use the equipment that offers you the most protection and best tactical advantage.



JULIA'S SHOP

After making her acquaintance, you will be able to buy and sell items, as well as store and retrieve Innocent Devils. You can use a Magic Ticket to warp to her shop any time. If you smash all the "candles" you

shouldn't need to buy much, but the option is always open. A great safety precaution is the Death Doll: when it is equipped, it will "die" instead of you. This is very costly but it will save your life, just one time.

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ITEMS

POTION	200
HIGH POTION	1000
SERUM	50
UNCURSE	50
MAGICAL TICKET	10
MEMORIAL TICKET	20

ACCESSORIES

DEATH DOLL	3000
------------	------

WEAPONS

SHORT SWORD	100
GANO	100
DUNG	150
PUNCH RINGS	100

ARMOR

LEATHER HELM	100
SOFT LEATHER ARMOR	100



INNOCENT DEVILS

There are six types of I.D.s to acquire in the game. Each of these will automatically join you when you enter the special rooms with green doors. However, the last "secret" Innocent Devil, Pumpkin, requires a very special weapon to awaken it. Once you have these companions you can go to Julia's Shop to store, remove and even raise new ones. Throughout the game these companions will be your life-saving friends. Often times,

they will tip the balance of battle in your favor. Additionally, and perhaps more importantly, their abilities are the key to access many "secret areas" that hold valuable items. Having the correct I.D. with a certain skill the key to finishing the game 100%. Still, these abilities are more than just a means to find items. Their skills are essential for survival!

CONTROLLING I.D.S

There are three modes that you can place the I.D. into, Auto, Command and Guard. For most situations it's okay to leave the I.D. on Auto and let it decide what abilities to use. This mode is a great help for easy fights where there is no need to micromanage your buddy. In tough situations you will want to issue commands directly to your I.D. Several examples include commanding a Fairy type to heal you quickly or having an I.D. cast a specific spell when it is desperately needed. Taking direct control of the Innocent Devils' abilities can save your hide. In some cases it is better to use up their

heart bar doing damage than to let them fight it out on their own. The last mode is a Guard Stance in which the I.D. will block. It cannot block forever, but it can certainly serve as a great distraction to enemies!



GROWTH AND LEVELING UP

Your Innocent Devils level up the same way you do. When you battle together both of you will receive experience. Each time they reach a certain EXP total they will go up in level. The interesting factor is that each I.D. gains attributes at different rates. Check out the charts for each type to see how each I.D. raises its attributes per each level it gains.



EVOLUTION

As you fight enemies with your I.D. you will see Evo Crystal fall from enemies. The color of the crystal corresponds to the color of each weapon. For example, a sword will cause red crystals to drop. When you check out an I.D. on its chart page you will see the possible ways to evolve it. Some Innocent Devils have special requirements beyond the Evo crystal value (see each I.D.), but for the most part you simply need to collect the number of crystals mentioned. Note that once you do evolve all crystals on that path will be reset! You can also toggle off the ability of your I.D. to eat these

crystals if you wish to level it up before it evolves. Ultimately you will want to evolve your I.D.s into the final form that offers you the best set of abilities that you seek.



ABILITIES

This is the most crucial factor of your Innocent Devils. Their abilities will let you access many areas of the game as well as give you an arsenal of great new attacks and support functionality. Be sure to check out each the abilities on the following pages and then set your sites on evolving your I.D. to gain this great move.

PLAYER ENHANCEMENTS

Not only are the I.D.s a great companion to help you battle beasts, but each one also offers you a stat-boost. This may seem like a small thing at first, but once they level up the increases to your attributes that they offer can be very substantial.

Below is a chart that details the enhancements the various I.D.s initially offer, and then after they begin to level up. For example a Lv 59 Iytei Battle Type will give you a strength boost of $10 + (40 \times (59 - 1) / 98) = 33 + \text{STR}$

$$\text{TOTAL STAT ENHANCEMENT} = \text{INITIAL STATE} + (\text{GROWTH RATE} \times (\text{LEVEL} - 1) / 98)$$

TYPE	STATES	+STR	+CON	+LCK
BATTLE	INITIAL STATE	10		
	GROWTH RATE	+40		
BIRD	INITIAL STATE		4	
	GROWTH RATE		+12	
FAIRY	INITIAL STATE			1
	GROWTH RATE			+14
MAGIC	INITIAL STATE	5	2	
	GROWTH RATE	+20	+6	
DEVIL	INITIAL STATE	4	2	1
	GROWTH RATE	+14	+4	+5
PUMPKIN	INITIAL STATE	10	4	5
	GROWTH RATE	+60	+18	+50

LIFE AND DEATH

Just like you, an I.D. can "die" if it completely exhausts its heart bar. Unfortunately, an I.D. uses the heart bar for its life and abilities, so there is always a trade off on how much you want to drain an I.D.'s life by using up its abilities. If an I.D. does use up all of its life it will enter a ghost-like state where it is unable to have any physical effect. In order to bring it back to this plane of existence you will need refill its heart by 1/4 of its max. You can refill its life bar obviously by collecting hearts, as well as by performing a Perfect Guard.

DEVIL SHARDS

These small egg-like shards are your means to forging more Innocent Devils. After about 20 minutes of continual use an I.D. may drop a shard for you. The really incredible thing about Devil Shards is not only that you can go to Julia's shop and forge a new I.D., but it will get a 10% bonus of the stats of its parent!



HOW TO USE THIS SECTION

The monster enclosures that follow are composed of some intense data that presents the abilities of each Innocent Devil. Here is a breakdown of each category:

List

MAGMARD

EVOLVES INTO:
○ SPEED MAIL
○ GOLEM

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 X MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOA. G. INEFF. KNOCKBACK
AURA BLAST	A	15	0	3 X MAG	BIG. G. INEFF.

ABOUT I.D. ABILITIES

ABILITY : The name of the ability.

CLASS: Category that determines how the ability is triggered.

A: Activated by pressing a button.

B: Begins automatically (I.D. uses move on its own).

LEARNING REQ. : Learning Requirement. How each ability is learned.

Moves marked "0" are learned from the beginning.

Moves marked with a number are learned by defeating a certain number of enemies based on a "Beat EXP" formula.

$$\text{BEAT EXP} = (1 + (\text{ENEMY'S LEVEL} + 5) / 10)$$

This is a rather complex equation but the important thing to know is that it is the amount of enemies based on their level!

Moves with an * (asterisk) have a special condition that must be met.

ATK. PWR. : Attack Power. This is the attack power of each ability or any special effect it has. The number is calculated off of a multiplier based on the I.D.'s Magic or Attack stat.

$$\text{ATK. PWR.} = \text{NUMBER} \times \text{ATK. [BASED ON ATK ATTRIBUTE]}$$

$$\text{ATK. PWR.} = \text{NUMBER} \times \text{MAG. [BASED ON MAG ATTRIBUTE]}$$

EFFECT : This field displays the various attributes of the respective ability.

G: Indicates Guard (Blocking).

Big, Mid, Small: Types of Attacks.

Stun, Freeze, Poison, Sleep: Status abnormalities placed on enemies.



BATTLE TYPE

The muscle of the group, this will be your "tank". It can take and dish out a lot of damage and it's only drawback is that it is ground based so it has a tough time with ariel foes. Also, since it is a ground dweller it is very susceptible to power attacks and huge

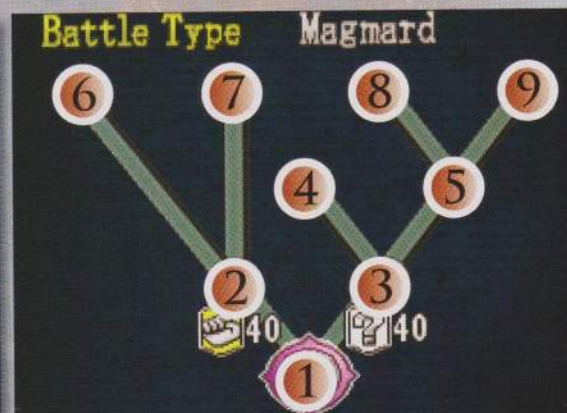
beam weapons. Still, this I.D type will have the most hit points and when it comes to dealing out raw damage, none can match it. Use this heavy hitter to go toe to toe with almost any melee foe and you will come out on top.

LEVEL-UP ATTRIBUTE INCREASE

I.D. NAME	HEART METER	ATK	MAG	DEF	AGL
(INITIAL STATE)	100	10	5	10	5
MAGMARD	5.0	1.4	2.0	2.0	2.0
SPEED MAIL	2.5	2.1	1.0	2.0	3.0
RASETZ	2.5	2.1	2.0	2.0	2.0
CORPSEY	5.0	1.4	1.0	3.0	2.0
GOLEM	7.5	0.7	2.0	3.0	1.0
IYTEI	5.0	1.4	3.0	2.0	1.0
JUGGERNAUT	7.5	2.1	2.0	2.0	0.0
IRONSIDE	7.5	2.1	1.0	2.0	1.0
LIQUID GOLEM	5.0	2.1	1.0	3.0	1.0

NOTE: This table shows the increase to each attribute when the named I.D. levels up from EXP.

EVOLUTION DIAGRAM



EVOLUTIONARY DEVELOPMENT

I.D. NAME	REQUIREMENT	USE	EVOLUTION
1. MAGMARD	40 EVO CRYSTALS	KNUCKLE/AXE/SPEAR	2. SPEED MAIL
1. MAGMARD	40 EVO CRYSTALS	SWORD/SPECIAL	3. GOLEM
2. SPEED MAIL	90 EVO CRYSTALS	KNUCKLE/SWORD/SPEAR	6. RASETZ
2. SPEED MAIL	90 EVO CRYSTALS	SWORD/SPECIAL	7. CORPSEY
3. GOLEM	90 EVO CRYSTALS	SPECIAL	4. IYTEI
3. GOLEM	70 EVO CRYSTALS	SWORD/SPEAR/AXE/KNUCKLE	5. JUGGERNAUT
5. JUGGERNAUT	90 EVO CRYSTALS	AXE/SPECIAL	8. IRONSIDE
5. JUGGERNAUT	90 EVO CRYSTALS	SPEAR/KNUCKLE/SWORD	9. LIQUID GOLEM

ABILITY FOOTNOTES

1*: In the room beyond the first Trevor fight, summon a Battle Type ID (any is fine), and wait a few moments. The room's magic circle will activate and the move is learned. After learning, any Battle Type ID can use it. 2*: Perform 100 chain attacks.

MAGMARD

EVOLVES INTO:
- SPEED MAIL
- GOLEM

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
AURA BLAST	A	15	0	3 x MAG	BIG. G. INEFF.

SPEED MAIL

EVOLVES INTO:
- RASETZ
- CORPSEY

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
HEAVENLY SWORD	A	10	100	0.5 x MAG	SMALL



RASETZ

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
GRAND WAVE	A	8	40	1 x MAG	BIG. BREAKS THROUGH G. EARTH
GLOW SOUL	A	20	200	1 x MAG	BIG. DARK



CORPSEY

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
GRAND WAVE	A	8	40	1 x MAG	BIG. BREAKS THROUGH G. EARTH
BONE STORM	A	12	200	0.75 x MAG	BIG. DARK



GOLEM

EVOLVES INTO:
• IYTEI
• JUGGERNAUT

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
HIP PRESS	A	12	40	3 x MAG CENTER 1 x MAG SRNDINGS	BIG. G. INEFF. STUN / MID. BREAKS G. STUN
HIP PRESS Lv. 2	A	12	2*	SAME + 3 x MAG	SAME + BIG. G. INEFF. STUN /



IYTEI

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
SHOULDER RIDE	A	1	100	1 x ATK WHILE DASHING	BIG. FLOAT. NO G. KNOCKBACK WHILE DASH
ULTRA SCREAM	A	8	200	1 x ATK	MID. STUN



JUGGERNAUT

EVOLVES INTO:
= IRONSIDE
= LIQUID GOLEM

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
HOMING EYE	A	15	40	1 x MAG	MID. FIRE
BRUTE FORCE Lv. 2	A	4	200	SAME + CAN OPEN DOORS	SAME



IRONSIDE

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
CHAIN PUNCH	A	10	100	3 x MAG	BIG. G. INEFF. KNOCKBACK
MACHINE GUN SHOT	A	15	400	1 x MAG	BIG. BREAKS G. KNOCKBACK



LIQUID GOLEM

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BRUTE FORCE	A	4	1*	1 x MAG CAN OPEN CERTAIN SPECIAL DOORS	MID. FLOAT. G. INEFF. KNOCKBACK
MERCURY SPHERE	A	20	100	1 x MAG	BIG. BREAKS G. KNOCKBACK
MAGMA MODE	A	30	400	BASED ON MAG	FIRE ATTRIBUTE ADDED



BIRD TYPE

The Bird Types all have the innate ability Glide and it can be upgrade to Long Glide. This is a crucial skill to reach some tricky parts of the game. It is not a physically strong I.D. but it's flying ability and good agility make it great and hit and run attacks.

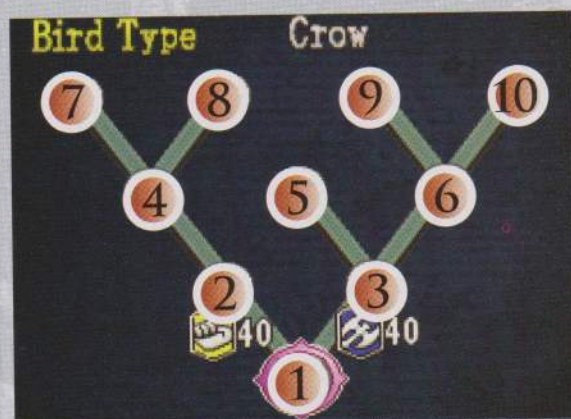
Also, it has many air borne abilities that can rain damage on multiple foes. They are well rounded fliers and their speed makes them idea for taking on most cumbersome opponents.

LEVEL-UP ATTRIBUTE INCREASE

I.D. NAME	HEART METER	ATK	MAG	DEF	AGL
(INITIAL STATE)	50	5	5	5	50
CROW	3.0	0.8	2.0	2.0	2.0
GOLDFINCH	6.0	0.4	1.0	1.0	3.0
KHAOS	1.5	1.6	2.0	1.0	2.0
BLAGSDEATH	4.5	0.8	2.0	1.0	2.0
GARGOYLE	3.0	1.2	2.0	2.0	1.0
SKULL WING	3.0	1.2	1.0	1.0	3.0
PHOENIX	3.0	0.8	2.0	2.0	2.0
WINGOSAURUS	4.5	0.4	1.0	3.0	2.0
INDIGO	4.5	1.2	2.0	1.0	1.0
CRIMSON	4.5	0.8	3.0	1.0	1.0

NOTE: This table shows the increase to each attribute when the named I.D. levels up from EXP.

EVOLUTION DIAGRAM



EVOLUTIONARY DEVELOPMENT

I.D. NAME	REQUIREMENT	USE	EVOLUTION
1. CROW	40 EVO CRYSTALS	KNUCKLE/SPECIAL/SPEAR	2. GOLDFINCH
1. CROW	40 EVO CRYSTALS	SWORD/AXE	3. SKULL WING
2. GOLDFINCH	70 EVO CRYSTALS	ANY	4. KHAOS
3. SKULL WING	90 EVO CRYSTALS	SPEAR/KNUCKLE/SPECIAL	5. PHOENIX
3. SKULL WING	70 EVO CRYSTALS	SWORD/AXE	6. WINGOSAURUS
4. KHAOS	90 EVO CRYSTALS	SPEAR/KNUCKLE/SWORD	7. BLAGSDEATH
4. KHAOS	90 EVO CRYSTALS	AXE/SPECIAL	8. GARGOYLE
6. WINGOSAURUS	90 EVO CRYSTALS	SPEAR/KNUCKLE	9. INDIGO
6. WINGOSAURUS	90 EVO CRYSTALS	SWORD/AXE/SPECIAL	10. CRIMSON

ABILITY FOOTNOTES

3* : Defeat 50 enemies over Level 25.

CROW

EVOLVES INTO:
• GOLDFINCH
• SKULLWING

ABILITIES


ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
GLIDE	A	0	0		PICKS UP THE PLAYER AND GLIDES

GOLDFINCH

EVOLVES INTO:
• KHAOS

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
CALTROPS	A	10	100	2 x MAG	RIG




KHAOS

EVOLVES INTO:
 • BLAGSDEATH
 • GARGOYLE

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
SPHERE OF DARKNESS	A	15	200	3 x MAG	BIG, DARK




BLAGSDEATH

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
BEAT PROGRESS	A	6	100	0.5 x MAG	SMALL



GARGOYLE

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
CONFLICT / FAIL	A	10	40	4 x MAG	BIG, FLOAT / G INEFF. FIRE
FORCE CANNON	A	15	200	2 x MAG	MID




SKULL WING

EVOLVES INTO:
 • PHOENIX
 • WINGOSAURUS

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
CARPET BOMBS	A	15	40	2 x MAG	BIG
BONE SHOT	A	10	200	0.4 x MAG	SMALL



PHOENIX

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
FIRE BIRD	A	12	100	1 x MAG	MID, G INEFF. KNOCKBACK, FIRE
BIG BANG	A	49	3*	DMG. TO ALL 1.5 x MAX HP	BIG




WINGOSAURUS

EVOLVES INTO:
 • INDIGO
 • CRIMSON

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
LONG GLIDE	A	0	40	FURTHER THAN GLIDE	---
DEADLY ABSORB	A	30	400	0.5 x MAG	NO REACTION, G INEFF. ABSORB



INDIGO

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
ICICLE SHOT	A	8	40	1 x MAG	MID, ICE, FREEZE
BLIZZARD BREATH	A	30	200	0.1 x MAG	MID, ICE, FREEZE



CRIMSON

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
IGNITION BLOW	A	10	40	1 x MAG	MID, DOWN, FIRE
FLAME BREATH	A	15	200	0.5 x MAG	MID, G INEFF. FIRE



FAIRY TYPE

This type is not intended for battle, rather it is a support character. The Fairy Type are proficient healers and some of the evolved forms can even cure status ailments such as poison, curse and stone. Just because they don't fight well, don't ignore them! They are your primary source of healing. If you

run out of Potions or items. The best use for them is when you are fighting easier enemies where you don't need any assistance. This will give the Fairy time to heal you while you can feed it hearts from simple foes.

LEVEL-UP ATTRIBUTE INCREASE

I.D. NAME	HEART METER	ATK	MAG	DEF	AGL
(INITIAL STATE)	50	1	1	1	100
INFANT FAIRY	2.0	2.0	1.0	0.0	0.0
LEAFFLE	3.0	1.0	1.0	0.0	0.0
HERBEST	2.0	2.0	1.0	0.0	0.0
HONEY BEE	1.0	1.0	3.0	0.0	0.0
KILLER BEE	4.0	1.0	0.0	0.0	0.0
HORNET	1.0	4.0	1.0	0.0	0.0
PROBOSCIS FAIRY	1.0	1.0	1.0	1.0	1.0
TIRAMISU	2.0	1.0	2.0	0.0	0.0
TIARA	3.0	1.0	1.0	0.0	0.0
COMET STAR	2.0	2.0	1.0	0.0	0.0

NOTE: This table shows the increase to each attribute when the named I.D. levels up from EXP.

EVOLUTION DIAGRAM



EVOLUTIONARY DEVELOPMENT

I.D. NAME	REQUIREMENT	USE	EVOLUTION
1. INFANT FAIRY	40 EVO CRYSTALS	KNUCKLE/SWORD	2. LEAFFLE
1. INFANT FAIRY	40 EVO CRYSTALS	AXE/SPEAR/SPECIAL	3. HERBEST
2. LEAFFLE	70 EVO CRYSTALS	AXE/KNUCKLE/SPECIAL	4. HONEY BEE
2. OR 3.	70 EVO CRYSTALS	SPEAR/SWORD	5. KILLER BEE
3. HERBEST	70 EVO CRYSTALS	AXE/KNUCKLE/SPECIAL	6. HORNET
4. HONEY BEE	90 EVO CRYSTALS	SPECIAL	7. PROBOSCIS FAIRY
4. HONEY BEE	90 EVO CRYSTALS	AXE/SPEAR/SWORD/KNUCKLE	8. TIRAMISU
5. KILLER BEE	90 EVO CRYSTALS	AXE/SPECIAL	8. TIRAMISU
5. KILLER BEE	90 EVO CRYSTALS	SPEAR/SWORD/KNUCKLE	9. TIARA
6. HORNET	90 EVO CRYSTALS	SPEAR/SWORD/AXE	9. TIARA
6. HORNET	90 EVO CRYSTALS	KNUCKLE/SPECIAL	10. COMET STAR

REGARDING TIRAMISU'S GOLD HEAL

If the player has more than \$50,000, the fee for use of the Gold Heal is 10% of the player's total.

INFANT FAIRY

EVOLVES INTO:
• LEAFFLE
• HERBEST

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK_PWR.	EFFECT
UNLOCK	B	0	0	---	OPEN TREASURE CHEST
HEAL LV. 1	A	10	0	---	HECTOR RECOVERS 20 HP

LEAFFLE

EVOLVES INTO:
• HONEY BEE
• KILLER BEE

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK_PWR.	EFFECT
TIME HEAL	A	6	40	---	LASTS 10 SECONDS
POISON POWDER	B	0	100	0 x MAG	MIDDLE KNOCKBACK POISON



HERBEST

EVOLVES INTO:
• KILLER BEE
• HORNET

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
ANTIDOTE	B	5	40	—	HEALS STATUS ABNORMALITIES
HEAL LV. 2	A	20	150	—	HECTOR RECOVERS 50 HP




HONEY BEE

EVOLVES INTO:
• PROBOSCIS FAIRY
• TIRAMISU

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
HEALING FIELD	A	10	100	—	RECOVERS 1HP EVERY 5 SECONDS FOR 8 SECONDS




KILLER BEE

EVOLVES INTO:
• TIRAMISU
• TIARA

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
HEAL LV. 3	A	30	40	—	HECTOR RECOVERS 100 HP
CURSE BREAKER	B	5	200	—	HEALS STATUS ABNORMALITY




HORNET

EVOLVES INTO:
• TIARA
• COMET STAR

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
STONE BREAKER	B	5	40	—	HEALS STATUS ABNORMALITY
LUCKY SLOT	A	10	400	—	—




PROBOSCIS FAIRY

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
PRESS IT AND SEE	B	0	0	—	OCCURS AUTOMATICALLY AT LOCATIONS
JUST A LITTLE	A	5	40	—	RECOVER 1HP, 10% OF THE TIME, 573 HP
SKULL BOMB	A	10	200	—	ALL SINCE HECTOR TAKE 10% DMG
REFRESH	B	5	400	—	HEALS ALL STATUS ABNORMALITIES



TIRAMISU

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
GOLD HEAL	A	6	100	—	RECOVER 999 HP, BUT MUST PAY \$5K
DECIPHER	B	0	200	—	AUTOMATICALLY OCCURS AT LOCATION
INVINCIBLE VASE	A	30	400	—	EFFECT LASTS 10 SECONDS




TIARA

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
HEALING DROP	A	6	100	—	EFFECT LASTS 10 SECONDS
CRYSTAL SKULL	A	20	400	—	CONTINUES FOR 10 SECONDS



COMET STAR

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
TWINKLE SHOT	B	0	40	—	SMALL
LULLABY	A	0	100	0 X MAG	NO REACTION, CAN BLOCK SLEEP
HEAL LV. 4	A	50	200	—	HECTOR RECOVERS 200 HP



MAGE TYPE

The only true magic-user of the Innocent Devils, these I.D.s have the greatest variety of magical attacks and defense. Their diverse powers cover a wide range - from defensive magic like shields to just about all types of attack magic such as Light,

Fire, Ice, etc. Their weakness, like all mages, is that they are physically weaker than some of their brethren. While they cannot take a lot of damage they can sure dish it out. Check out an enemy's weakness - the Mage Types surely will have a way to exploit it.

LEVEL-UP ATTRIBUTE INCREASE

I.D. NAME	HEART METER	ATK	MAG	DEF	AGL
(INITIAL STATE)	100	2	20	10	5
WOOD ROD	2.0	1.0	1.4	1.8	1.6
SCISSOR ROD	4.0	0.0	1.4	1.8	1.6
TALON ROD	2.0	0.5	2.8	1.8	0.8
NAUTILUS ROD	2.0	0.5	2.1	2.7	0.8
OGRE ROD	4.0	0.5	1.4	0.9	1.6
GOAT HEAD	2.0	0.5	2.8	1.8	0.8
EYEBALL ROD	2.0	0.5	2.1	2.7	0.8
EMBRYO ROD	3.0	0.5	1.4	1.8	1.6
CRYSTAL ROD	2.0	0.5	2.1	1.8	1.6
TWINKLE ROD	3.0	0.5	2.1	0.9	1.6

NOTE: This table shows the increase to each attribute when the named I.D. levels up from EXP.

EVOLUTION DIAGRAM



EVOLUTIONARY DEVELOPMENT

I.D. NAME	REQUIREMENT	USE	EVOLUTION
1. WOOD ROD	40 EVO CRYSTALS	KNUCKLE/SWORD	2. SCISSOR ROD
1. WOOD ROD	40 EVO CRYSTALS	AXE/SPEAR/SPECIAL	3. TALON ROD
2. SCISSOR ROD	70 EVO CRYSTALS	SWORD/AXE	4. NAUTILUS ROD
2. SCISSOR ROD	70 EVO CRYSTALS	SWORD/SPECIAL	5. OGRE ROD
3. TALON ROD	70 EVO CRYSTALS	SWORD/AXE/SPECIAL	5. OGRE ROD
3. TALON ROD	70 EVO CRYSTALS	SPEAR/KNUCKLE	6. GOAT HEAD
4. NAUTILUS ROD	90 EVO CRYSTALS	AXE/SPEAR	7. EYEBALL ROD
4. NAUTILUS ROD	90 EVO CRYSTALS	SPECIAL/SWORD/KNUCKLE	8. EMBRYO ROD
5. OGRE ROD	90 EVO CRYSTALS	SWORD/SPEAR	8. EMBRYO ROD
5. OGRE ROD	90 EVO CRYSTALS	KNUCKLE/SPECIAL/AXE	9. CRYSTAL ROD
6. GOAT HEAD	90 EVO CRYSTALS	KNUCKLE/SWORD/AXE/SPEAR	9. CRYSTAL ROD
6. GOAT HEAD	90 EVO CRYSTALS	SPECIAL	10. TWINKLE ROD

ABILITY FOOTNOTES

4': Walk around for one hour with the I.D. Specifically, the count begins when the player starts to move with the ID summoned. If you replace the ID into your deck, or the ID dies, the count is reset.

WOOD ROD

EVOLVES INTO:
• SCISSOR ROD
• TALON ROD

ABILITIES


ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
TIME STOP	A	40	0		EFFECT LASTS 10 SECONDS
LIGHTNING STRIKE	A	8	100	1 x MAG	MID. LIGHTNING

SCISSOR ROD

EVOLVES INTO:
• NAUTILUS ROD
• OGRE ROD

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
FLOATING B	A	20	40	0.3 x MAG	LASTS 10 SECONDS. SMALL FIRE
SORCERY FLAME	A	20	200	1 x MAG	MID. FIRE




TALON ROD

EVOLVES INTO:
 • OGRE ROD
 • GOAT HEAD

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
CIRCLE SCISSORS	A	20	40	0.1 x MAG	LASTS 10 SECONDS; SMALL FIRE
FREEZE	A	20	200	0.2 x MAG	MID. ICE, FREEZE



NAUTILUS ROD

EVOLVES INTO:
 • EYEBALL ROD
 • EMBRYO ROD

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
PURIFY	B	0	100	1 x MAG	MID. LIGHT, PURIFY
SATELLITE B	A	20	200	0.2 x MAG	EFFECT LASTS 10 SECONDS; SMALL, LIGHT



OGRE ROD

EVOLVES INTO:
 • EMBRYO ROD
 • CRYSTAL ROD

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
AGNEA	A	20	100	0.4 x MAG	SMALL, LIGHTNING
SYNCHRON SAUCER B	A	20	200	0.4 x MAG	EFFECT LASTS 10 SECONDS; SMALL




GOAT HEAD

EVOLVES INTO:
 • CRYSTAL ROD
 • TWINKLE ROD

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
ARGENT B	A	20	100	0.2 x MAG	EFFECT LASTS 10 SECONDS; SMALL
SALAMANDER	A	30	4*	0.75 x MAG	SMALL, FIRE




EYEBALL ROD

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
TENSION BOOST	A	20	100		EFFECT LASTS 10 SECONDS
BLOMING	A	20	200	0.75 x MAG	MID




EMBRYO ROD

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
EXPLOSION B	A	20	40	2 x MAG	BIG, FLOAT, BREAKS G, FIRE
DEMONIC DISASTER	A	35	400	5 x MAG	BIG, FLOAT, G INEFF, FIRE



CRYSTAL ROD

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
SHIELD	A	20	100		
MEITO	A	40	400	5 x MAG	BIG, FLOAT, G INEFF, EARTH



TWINKLE ROD

EVOLVES INTO:
 N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
TWINKLE STAR	A	40	100	5 x MAG	BIG, FLOAT, G INEFF, LIGHT
DANCING STAR	A	20	200	0.5 x MAG	EFFECT LASTS 10 SECONDS; SMALL, LIGHT



DEVIL TYPE

Devil I.D.s don't have nearly the variety of the other types. They can only evolve twice, but that is enough. These are pure and simple killing machines. They do have the much-needed Magic Circle ability as well as a few other "circle attacks". However, their strength lies in their high defense, attack, and agil-

ity. This is one of the only Innocent Devils where you may never want to use their abilities in combat since they are such proficient fighters on their own. Note that after their first evolution you must use the Chauve-souris to evolve them.

LEVEL-UP ATTRIBUTE INCREASE

I.D. NAME	HEART METER	ATK	MAG	DEF	AGL
(INITIAL STATE)	120	20	15	15	20
GALE	2.0	1.0	1.0	2.4	2.0
BROW	3.0	1.0	1.0	1.6	2.0
THE END	2.0	2.0	1.0	1.6	1.0

NOTE: This table shows the increase to each attribute when the named I.D. levels up from EXP.

EVOLUTION DIAGRAM



EVOLUTIONARY DEVELOPMENT

I.D. NAME	REQUIREMENT	USE	EVOLUTION
1. GALE	200 EVO CRYSTALS	ANY	2. BROW
2. BROW	100 EVO CRYSTALS	MUST USE CHAUVESOURIS!	3. THE END

ABILITY FOOTNOTES

5*: Player must defeat 20 enemies over Lv.30 without taking any damage. If ID dies, the count is reset.

GALE

EVOLVES INTO:
BROW

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
MAGIC CIRCLE	A	10	0		EFFECT LASTS 10 SECONDS

BROW

EVOLVES INTO:
THE END

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
M. CIRCLE SCISSORS	A	15	100	20	
NEEDLE MAGIC CIRCLE	A	15	400	40	

SPECIAL HEART FOOTNOTE:

The number of hearts consumed by all Devil Type abilities are listed here by the amount depleted upon the beginning of the ability's usage. From that moment onward, each of these abilities depletes 5 additional hearts per second.

THE END

EVOLVES INTO:
N/A

ABILITIES

ABILITY	CLASS	HEARTS	LEARNING REQ.	ATK. PWR.	EFFECT
EXPLODING MAGIC CIRCLE	A	20	5*	100 - 1000	

PUMPKIN TYPE

This is the only Innocent Devil that will not automatically join your group. You must create the Pumpkin Mace and wake this I.D. with a good whack on the head. The Pumpkin I.D.s are the comic relief of the group, in that they have a lot of personality. Unfortunately, with all the style they are given only one ability, Pose.

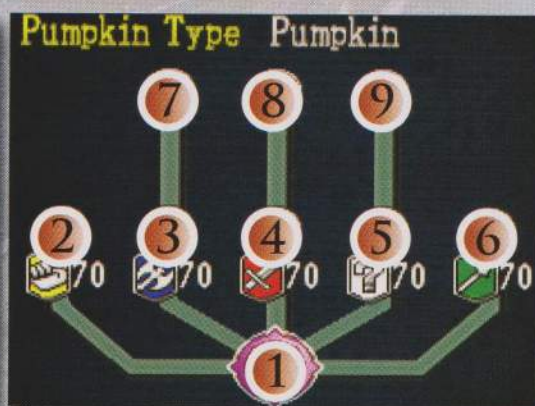
Each of their advanced forms requires a special weapon to evolve them, so it will be quite a task to see all of the Pumpkin Type iterations. Still, they offer you great stat boosts, and are generally a blast to have along as you trek through those long hallways.

LEVEL-UP ATTRIBUTE INCREASE

I.D. NAME	HEART METER	ATK	MAG	DEF	AGL
(INITIAL STATE)	20	7	7	7	7
PUMPKIN	1.0	1.0	1.0	1.0	1.0
QUEEN	1.0	1.0	1.0	1.0	1.0
BLOODY	1.0	1.0	1.0	1.0	1.0
TINY KING	1.0	1.0	1.0	1.0	1.0
CLOWN NOSE	1.0	1.0	1.0	1.0	1.0
NEW DELI	1.0	1.0	1.0	1.0	1.0
CURSED PUMPKIN	1.0	1.0	1.0	1.0	1.0
WHIMSICAL ANGEL	1.0	1.0	1.0	1.0	1.0
GENIUS CHEF	1.0	1.0	1.0	1.0	1.0

NOTE: This table shows the increase to each attribute when the named I.D. levels up from EXP.

EVOLUTION DIAGRAM



EVOLUTIONARY DEVELOPMENT

I.D. NAME	REQUIREMENT	USE	EVOLUTION
1. PUMPKIN	70 EVO CRYSTALS	KNUCKLE	2. QUEEN
1. PUMPKIN	70 EVO CRYSTALS	AXE	3. BLOODY
1. PUMPKIN	70 EVO CRYSTALS	SWORD	4. TINY KING
1. PUMPKIN	70 EVO CRYSTALS	SPECIAL	5. CLOWN NOSE
1. PUMPKIN	70 EVO CRYSTALS	SPEAR	6. NEW DELI
3. BLOODY	100 EVO CRYSTALS	MUST USE DEATH SCYTHE	7. CURSED PUMPKIN
3. TINY KING	100 EVO CRYSTALS	MUST USE SHORT SWORD	8. WHIMSICAL ANGEL
5. CLOWN NOSE	100 EVO CRYSTALS	MUST USE FRYING PAN	9. GENIUS CHEF



PUMPKIN



QUEEN



BLOODY



TINY KING



CLOWN NOSE



NEW DELI



CURSED PUMPKIN



WHIMSICAL ANGEL



GENIUS CHEF

Characters

Game
System

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Devils

Walkthrough

Equipment

Accessories
&
Items

Bestiary

Secrets

CHAPTER ONE

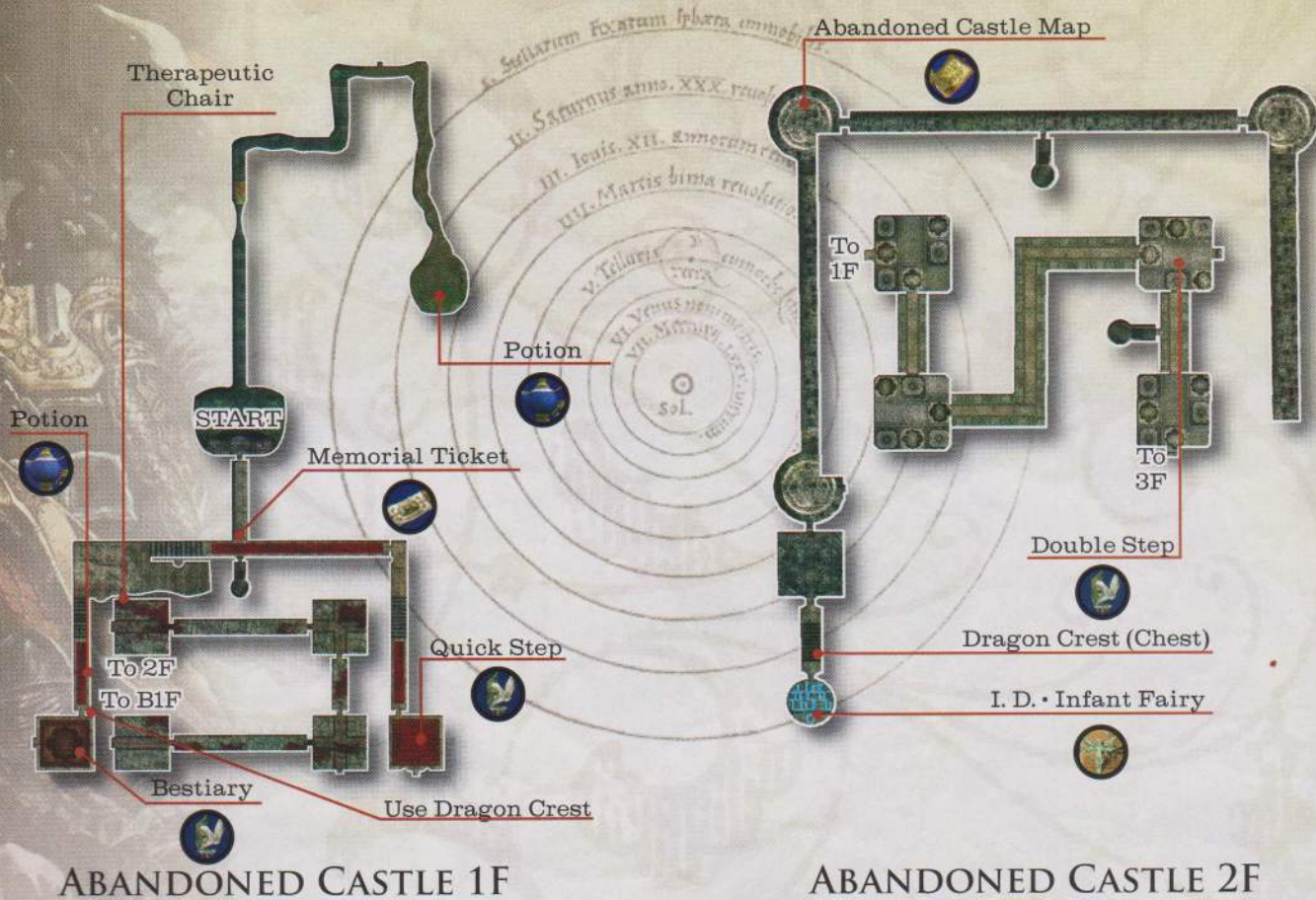
ABANDONED CASTLE

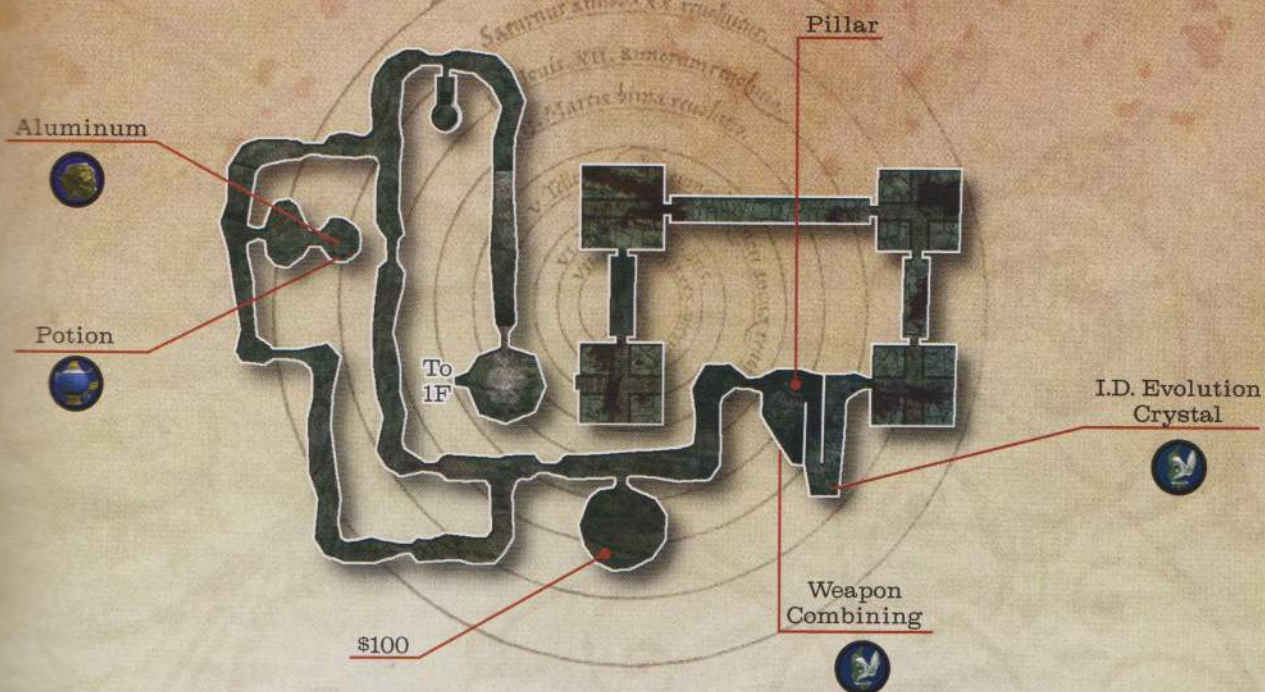
THE ENEMIES

EXECUTIONER	Lv. 2
SKELETON	Lv. 1
FENRIR	Lv. 5
CYCLOPS	Lv. 8
MERMAN	Lv. 4
GHOST	Lv. 3

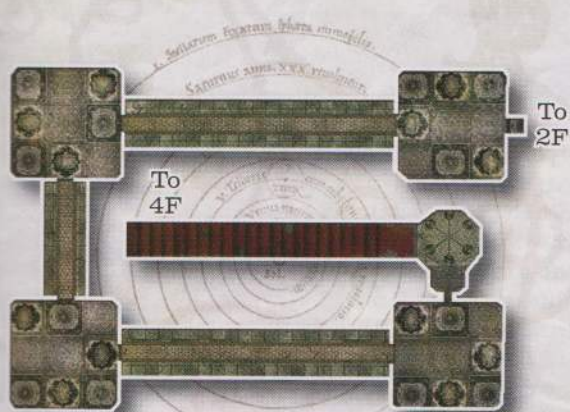
ZOMBIE	Lv. 5
WIZARD	Lv. 6
SKELETON BLAZE	Lv. 5
ARMOR KNIGHT	Lv. 7
WHITE DRAGON	Lv. 10
CRAZY ARMOR	Lv. 9

THE MAPS

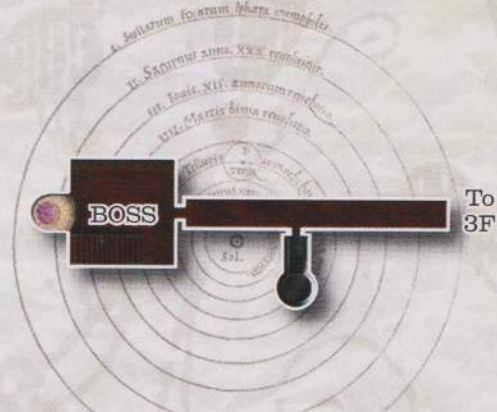




ABANDONED CASTLE B1F



ABANDONED CASTLE 3F



ABANDONED CASTLE 4F

Characters

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ABANDONED CASTLE 1F

Before your adventure begins, turn around and head away from the Castle, following the path outside. At the end of circular clearing, you will find a **Potion**.



Retrace your steps, and enter the Castle for your fight battle against an Executioner. Simply run around this hulking figure, and cut it down to size. The barriers will drop, and you will acquire the **Memorial Ticket**. Use the Save Room in front of you, and proceed to the east end of the Castle. Dispatch a trio of Skeletons, and exit through the double doors. In the following room, a large group of Skeletons will swarm you. Keep them in front of you, and dispatch them one at a time. They are pretty weak, so you should have no trouble with these undead. The prize in the center of the room is the **Quick Step Skill**, which will allow you to evade attacks.



EXECUTIONER

NO.	LEVEL	HP	EXP
2	2	210	4
61	26	465	181
142	47	885	903

WEAKNESSES:

EARTH



TOLERANCE:

THUNDER
LIGHT



ITEMS DROPPED



HAM-BURGER

STEAL



\$50

AN ABOMINATION CREATED FROM NUMEROUS DEAD BODIES. SMASHES ANYTHING IN RANGE WITH A MASSIVE HAMMER.



SKELETON

NO.	LEVEL	HP	EXP
1	1	21	0
19	9	49	3
100	38	154	64

WEAKNESSES:

FIRE



TOLERANCE:

DARK



ITEMS DROPPED



BRONZE

STEAL



\$10

HUMAN BONES REANIMATED AS A MONSTER BY EVIL MAGIC. SLOW-MOVING BUT EQUIPPED TO KILL.

ABANDONED CASTLE 2F

Head upstairs to 2F, which will take you outside to the outer wall. On these ledges, several Fenrir will pounce out of the ground - so attack them quickly to knock them down, and be sure to finish them by striking before they can get back up.

Walk along the perimeter through the next couple of rooms, and destroy another trio of Skeletons. To the left is a Save Room that you may want to use. Continue forward to a round section that contains the **Abandoned Castle Map**. With this in your possession, you can now see most of the Castle and all of its floors.

Follow the outer ledge to the next circular area, and enter the door. Inside this room are a Cyclops and several Skeletons. The big guy has a huge club that gives it great



range. Attack it from the back, and use the Quick Step to dodge its arching attack. If you are taking a lot of hits from the Skeletons, move out of range of the Cyclops and reduce their number first.

When the battle is won, go through the green doors to obtain your first Innocent Devil. In this room you will gain the aid of the Infant Fairy.



Take the staircase leading up, and grab the **Potion** in the hallway. The doors at the end of the room are sealed, and you will need to press the action button to use the Dragon Crest to open them.

Once you gain access to this room, a slew of Skeletons and an Executioner will bar your way. Attack the



Executioner while continuing to strafe around it, and Quick Step to avoid his large hammer. When all the enemies are defeated, collect the **Bestiary Skill**. You will now be able to access important data about each of the monsters you fight. Enter the dark tunnel leading down to the basement.



ABANDONED CASTLE B1F

Several sword-toting Ghosts will greet you, but they are no match for a Devil Forger. A few quick slashes and they will be nothing but vapor. Exit through the patterned doors, and descend the long ramp, vanquishing several Skeletons. At the bottom of this slope is a Save Room next to the entrance of the next area. This next section has a branch that extends to the west (area 1). However, continue running straight down, defeating several Fenrirs in the next two sections, to reach area 2.

At the bottom of this long slope the exit in front of you will be blocked. Slay all three Ghosts to lower the bars, but take the path to the right, that leads south, to finish this part of the map. This time around you will be going uphill fighting more familiar canines. The path will curve to the left, and the next room will combine Skeletons and Fenrir. Focus on the canines first, and eliminate the Skeletons when they get close. About half way up this path is a set of doors on the right. Enter this room and smash all the wine barrels. Not only will you collect a wine bottle, but the next room holds a Potion and a locked chest with **Aluminum**.



Go back out the way you came, and continue north (right) to arrive back at area 1. Head all the way back down where you fought the Ghosts and enter the next room to the east. A short ways up, there will be a door on the right side. Enter this room full of Ghosts and Fenrir. Try to take out the dogs first, since they are faster and provide the greatest threat. If you get surrounded, Quick Step out of the way to give yourself some room. In the center of the room is a bag of \$100. Grab the cash and continue on your way.

The next room you enter appears to be a dead end; a ? icon will appear. Grab the **Weapons Combining Skill**.



GHOST

NO.	LEVEL	HP	EXP
3	3	44	2
24	11	88	11

WEAKNESSES:

LIGHT 

TOLERANCE:

DARK 

ITEMS DROPPED

STEAL

 \$50

A FLOATING SPIRIT ABLE TO PASS THROUGH WALLS. KEEPS ETERNAL WATCH. CARRYING A KNIFE AND LANTERN.

This is a very important skill that will allow you to create new weapons and armor. If you have been picking up the materials as you've defeated enemies, you should be able to make soft leather armor, leather helm and several weapons. Be sure to always check for new combinations to upgrade your gear. Next to this skill is a pillar that has particles falling from it. Repeatedly attack this pillar to collapse a section of the ceiling, making a handy ramp.



Race up this ramp to find a chest with the **LD Evolution Crystal Skill**. This will allow you to collect crystals to evolve your Innocent Devils into new creatures with new moves.

The next large room contains several Zombies. They are somewhat slow moving, but they are rather resilient for undead monsters. Their primary attacks are swinging strikes, and a grab move that can drain your life pretty well. Keep them just in range, and unleash a combo to take send them back to the grave. The connecting hallway is barren, so continue to the next room to battle several more Zombies and

Skeletons. Attack the Zombies first, and pursue them until they are finished before fighting the Skeletons. When you enter the following room, you will encounter several Wizards.

These spell casters can shoot fireballs, and will try to keep their distance. Close in on them to prevent them from having time to use their magic.

The final room on this floor is filled with Skeletons and Zombies. You must defeat them all to lower the gates. A simple approach is to lock on to an enemy and keep attacking in that direction. Just keep using fast combos and crush anything in your path. When the room is clear, run up the staircase to the first floor.



ZOMBIE

NO.	LEVEL	HP	EXP
9	5	50	4
59	26	155	67
117	42	250	233

WEAKNESSES:
 FIRE

TOLERANCE:
 ICE

ITEMS DROPPED

 WILD MEMORY

STEAL

 \$10

A CORPSE BROUGHT BACK TO LIFE BY THE POWER OF HATE. FAIRLY WEAK, BUT A LEGITIMATE THREAT IN PACKS.

WIZARD

NO.	LEVEL	HP	EXP
12	6	71	5
18	8	84	7

WEAKNESSES:
 THUNDER
 EARTH

TOLERANCE:

ITEMS DROPPED

 SPIRIT OF FUJI

STEAL

 MEMORIAL TICKET

A MAGIC USER WHO MOVES VIA LEVITATION. ATTACKS WITH LONG-RANGE MAGIC AND HEALS OTHER MONSTERS.

ABANDONED CASTLE 1F

This time you will need to contend with Zombies that throw-up yellow damaging ooze; obviously avoid stepping in it! Be sure to take out the Wizard first, since he will enhance the Zombies. The next room on this floor will bar your way until you defeat a group of Zombies who can't hold their stomachs either. Also in this room is a Skeleton Blaze. They have long blade arms, and they move and hop very quickly. Give yourself some room from them while fighting the Zombies or take them out first, to avoid their quick sporadic strikes.

The next room has a valuable **Potion** in the center, along with several Zombies and a Wizard. Take out the monsters, and grab your life-supporting potion. A large group of Zombies awaits you in the following chamber. Swing your weapon with wild abandon, until all of the staggering undead have been defeated. Take note of the **Therapeutic Chair** next to the exit. Try the chair out for kicks and head up to the second floor.



SKELETON BLAZE

NO.	LEVEL	HP	EXP
6	5	150	7

WEAKNESSES:
 FIRE
 LIGHT

TOLERANCE:
 DARK

ITEMS DROPPED

 WILD MEMORY

STEAL

 POTION

A QUICK-MOVING, NINJA-LIKE SKELETON. USES RAZOR CLAWS AND SWIFT FOOTWORK TO CONFUSE AND THEN KILL.

ABANDONED CASTLE 2F

When you emerge from the staircase, you will have to face several Armor Knights. These are the first enemies you fought that can block. Quick Step to their backsides and attack from the rear to drop these armored foes.

The next room will add several Wizards to the equation. They will heal the Armor Knight, so be sure to drop them first before you tackle the metal menace. The next two sections of hallways each have an Armor Knight. Defeat them for the experience, and continue to the next room. A swarm of Wizards and an Armor Knight protect the **Double Step Skill**.

With this ability, you can increase your evasion by essentially performing two Quick Steps. Defeat the Wizards and their metal accomplice



ARMOR KNIGHT		NO.	LEVEL	HP	EXP
		14	7	185	10
		33	15	308	40

WEAKNESSES:		TOLERANCE:	
THUNDER		WIND	

ITEMS DROPPED		STEAL
		
ALUMINUM	GANO	MAGICAL TICKET

ARMOR GIVEN A MIND OF ITS OWN THROUGH EVIL MAGIC, YET COMPLETELY EMPTY INSIDE. SLOW BUT EXTREMELY POWERFUL.

to claim this item. Before you head to the third floor, go south to the last room on this floor to complete this part of the map. There is also a handy Save Room you can use in the hallway.

ABANDONED CASTLE 3F

Wizards and Skeletons Blazes will assault you. Try to clear out the magic users first, and then juggle the Skeletons with a combo. After the next hallway, you will have to fight two more Skeleton Blazes, and a pair of White Dragons joins them. Luckily these Dragons are "attached" to the walls, but they can still shoot fireballs at you from a distance. Fight the Skeletons on the opposite side of the room, then jump up and perform an air combo to take out the Dragons.



The next fight will consist of even more Skeletons Blazes and another pair of White Dragons. Stay out of range of the Dragons and finish the Blazes first. When every-

WHITE DRAGON		NO.	LEVEL	HP	EXP
		22	10	97	14
		103	38	286	218

WEAKNESSES:		TOLERANCE:	
ICE		FIRE	

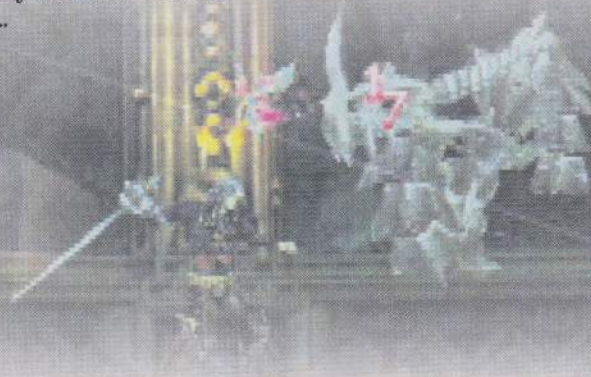
ITEMS DROPPED		STEAL
--	--	
--	--	\$50

THE BLEACHED WHITE BONES OF A DRAGON, IT WILL WAIT PATIENTLY FOR A HUMAN TO PASS BY.

thing is eliminated, the gates will drop, and you can go through the red doors. Run up the stairs with red carpeting to ascend to the next floor.

ABANDONED CASTLE 4F

Use the Save Room on the left before you enter the red skull doors to your first Boss fight...





NO.	LEVEL	HP	EXP
20	20	1330	50

<u>WEAKNESSES:</u> THUNDER	<u>TOLERANCE:</u> ---
<u>ITEMS DROPPED:</u> ---	<u>STEAL:</u> GALTITE

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Lock on to this Boss, and continue to attack until it swings at you. Perform a Quick Step to avoid the strike, and continue your assault. Keep the pressure on the Boss with rapid attacks only pausing to dodge its huge weapons.



Another technique you can try is to jump to avoid its attack, and execute an air combo on the way down. Try to stay toward its back as much as possible to avoid an obvious frontal assault.



If this battle seems a little easy, that's because this is only the first form of the Boss. Once its life bar is gone, it will reform, and you must defeat its second form. Its right arm will rain down a shower of flames that covers a lot of ground. You can avoid it by staying far away, but if you want to drop this foe, you will need to get in close. Stay behind it, and continually attack it, letting your Fairy I.D. heal you as you dish out damage.

It can also launch fireballs at you even at close range. Dodge these with the Quick Step and continue your assault. You can try a hit-and-run approach, waiting for its flame attacks to subside, but this is a battle of attrition that you can win. Although this may seem less strategic and more like brute force, it is the easiest and fastest way to defeat this Boss.

When the Boss is gone, step into the blue light to replenish your health and heart meters. Approach the large birdcage and press the action button to go to the Baljhet Mountains.



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CHAPTER TWO

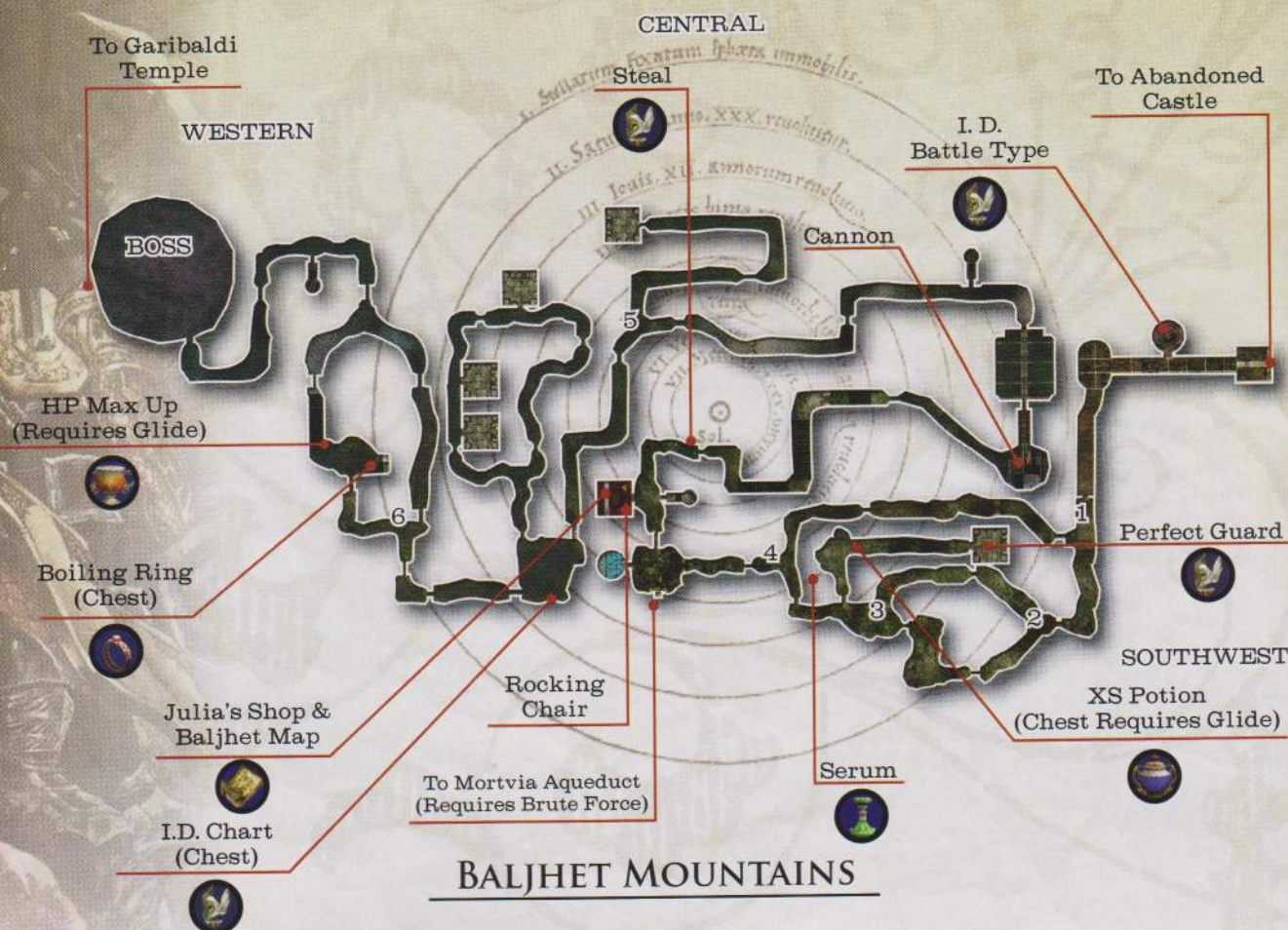
BALJHET MOUNTAINS

THE ENEMIES

FENRIR	Lv. 5
LIZARDMAN	Lv. 6
SKELETON	Lv. 1
ORC	Lv. 7
ZOMBIE	Lv. 5
CYCLOPS	Lv. 8
ARMOR KNIGHT	Lv. 7
WIZARD	Lv. 6

SKELETON BLAZE	Lv. 5
BLOOD SKELETON	Lv. 5
GHOST	Lv. 3
SPIRIT	Lv. 4
COCKATRICE	Lv. 6
EFREET	Lv. 7
WYVERN	Lv. 14

THE MAPS



SOUTHEAST REGION

A short jaunt down the very first corridor will take you past a door on the right. Inside you will receive

your second Innocent Devil, Magmard, a Battle-type I.D.

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Innocent Devils

ATK: 10 | MAG: 5
DEF: 10 | AGL: 5

HP: 100

STATUS ENHANCEMENT

STR +10

INITIAL ABILITIES

AURA BLAST • Damage surrounding enemies with an aura attack.



MAGMARD



This will be your "tank" character that can dish out and take a lot of physical damage. In addition, these stout I.D.s have a guard ability that can block enemy attacks as well as protect you if you are in their Guard Field.

When you exit with your new pal, several Fenrirs will pounce. They will be no match for the tag team of you and your Battle I.D., so finish them quickly and continue through the archway. Head south, defeating the Lizardmen along the way and enter the doorway at the end of the path.

The next area is filled with low level Skeletons and more Fenrirs. While they may outnumber you, they are certainly not your equals in strength. There is a fork in the path that leads to your right (1), but continue down this trail to the south, clearing out the monsters and completing this section of the map.

Turn right into the next area, and you will encounter several Orcs and Skeletons. The Orcs are essentially archers that shoot fire arrows at you from afar. Close in on the Orcs using Quick Steps to avoid their shots and take out this long-range threat first.

This section splits off in two directions (2), but until you defeat all the monsters, the red gates will not budge. Take the path leading southwest, and defeat the Fenrirs in the next area, as you begin moving north. In the next area, several Zombies will halt your progress as an Orc fires to fire at you from afar. Be sure to stop the Orc first to avoid taking an arrow in the back as you eliminate the Zombies.



LIZARDMAN



NO.	LEVEL	HP	EXP
11	6	137	7
50	23	280	81

WEAKNESSES: THUNDER
TOLERANCE:

ITEMS DROPPED



JET BLACK



LEATHER HELM

STEAL



\$50

UNINTELLIGENT AND UNABLE TO USE MAGIC, BUT STRONGER THAN AN AVERAGE MAN AND HAS HIDE THICKER THAN ARMOR.



ORC



NO.	LEVEL	HP	EXP
13	7	60	6
32	14	95	19

WEAKNESSES: EARTH
TOLERANCE:

ITEMS DROPPED



ALUMINUM



FRENCH FRIES

STEAL



\$10

A PIG-LIKE MONSTER. OPERATES IN PACKS AND ATTACKS FROM LONG DISTANCES WITH BURNING ARROWS.

This area has three exits (3), and for now, take the first path sloping down to the right. This path will lead back to area 2, and will complete the lower right-hand section of this mountain. Remember that you only need to go far enough into the area to highlight the whole section on your auto map. Once this section is completed, backtrack to the previous area (3), and take the middle exit.

You will find a lot more Skeletons lurking about, but more importantly, on a ledge to the left is a **Serum**. On a higher ledge, you will get a view of a chest that will tempt you. You cannot reach this without the Glide ability, so note this spot for later use and drop back down.



After battling a few Skeletons, the exit will be barred, and you must take down a Cyclops. Avoid the large club it spins on the ground, and tag team this big beast with your Battle I.D. When it is gone, enter the room behind it, and you will receive the **Perfect Guard Skill**. This ability will let you "deflect" an attack, if you press block with the correct timing (just before an attack would hit you).

CENTRAL REGION

To the west is a Warp Room, but this place will not become active until you reach the next one. To the south is a heavy iron door that cannot be opened until your Battle I.D. learns the Brute Force ability. Go north to the next area, and use the Save Room on the right. On the opposite side is Julia's shop. After making her acquaintance, you will be able to buy and sell items, as well as store and retrieve Innocent Devils. You probably won't have enough money to buy much, but make

Backtrack to area 3, and take the last exit in this section. Your path will diverge once again (4), but continue heading north to the very first fork in the road that you encountered at area 1. These next couple of areas will pit you against a group of Zombies, Skeletons and Orcs. Try out the Perfect Guard skill on the Skeletons to master its timing. If done correctly, a white glow will appear, and the enemy will be dazed monetarily.



When you reach area 1, this entire segment of your auto map will be completed. Journey back to area 4, and head west to the Central Region. As you enter this area, a cinema will introduce a beautiful and strangely familiar character...



sure you have a Magical and Memorial Ticket. When used together, these tickets will allow you to teleport to Julia's shop and back to any Save Room to provide a quick method to stock up on items or manage your I.D.s. When you are done shopping, be sure to grab the **Baljeet Mountains Map** in the corner of her store. Before a hasty retreat be sure to try out the **Rocking Chair** near the door...

Julia's Shop

ITEMS

POTION	200
HIGH POTION	1000
SERUM	50
UNCURSE	50
MAGICAL TICKET	10
MEMORIAL TICKET	20

ACCESSORIES

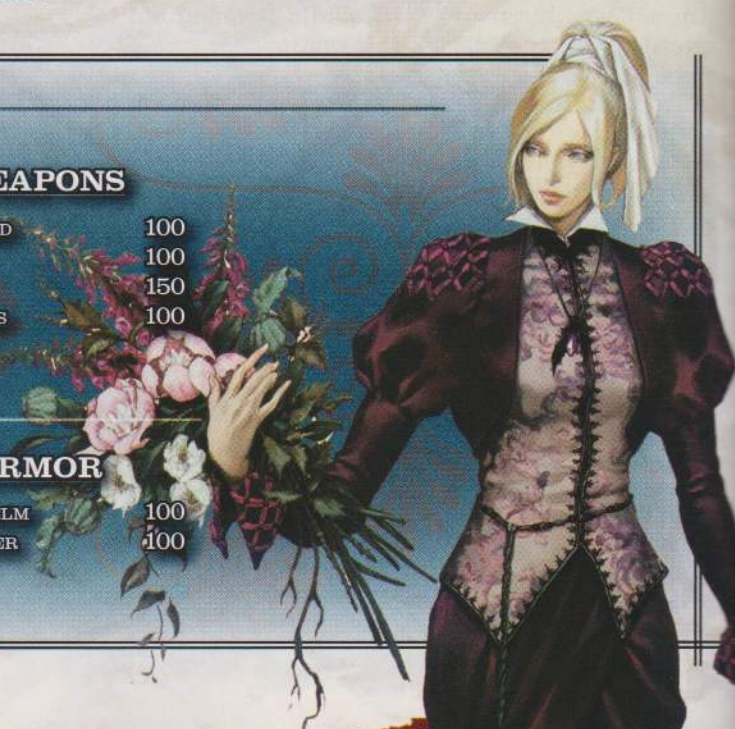
DEATH DOLL	3000
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WEAPONS

SHORT SWORD	100
GANO	100
DUNG	150
PUNCH RINGS	100

ARMOR

LEATHER HELM	100
SOFT LEATHER ARMOR	100

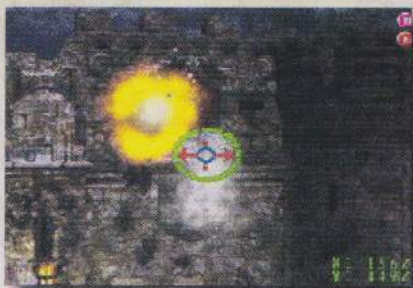


When you head north to the next doorway you will find a very important pick up. Just to the right of this exit is the **Steal Skill**. As its name suggests it will allow you to steal items from enemies when the lock-on cursor turns purple. This is a very important feature of the game that will allow you to acquire numerous materials and create loads of weapons and armor. Always attempt to steal from an enemy before destroying it. Try out your new skill on the Armor Knights and Wizards in the next area to collect several Magical and Memorial Tickets respectively. Ascend the large staircases to reach the top of this plateau.

Upon entering the next area you will notice a cannon off in the distance, as you run towards it you will notice a cursor will appear on the ground as a Skeleton that operates this big gun tries to lock in on your position.



Continue running in a zigzagging fashion to avoid being an easy target and Quick Step out of the way if the cursor is underneath you when it turns pink. You need to take over that cannon in order to clear out this area. Jump up to the Gunnery seat and get rid of the Skeleton using your new toy. Once you take a seat your view will switch to first person. The primary threats you must deal with are the two other cannons on the castle wall.



Target then and continue firing at them, one at a time, until they are destroyed.

If any Orcs remain in the vicinity use the large weapons to shoot them and then focus your firepower on the barricade on the bridge. It will take several shots to crumble this fortified blockade so be patient. When it has finally fallen turn your weapon on the remaining enemies on the bridge. This shooting mode is great fun but when you run out of targets cross the bridge and exit through the wooden door.

More Orcs and Armor Knights await you in the large open courtyard. The exit will be barred until you defeat them so be sure to take out the Orcs first and then clean up the Armor Knights. The road will slope upwards but before you proceed to the archway at the end, use the Save Room on the right. Race up the incline and defeat the Orcs and Skeleton Blaze. Note that if you steal from this Skeleton you will receive a life-giving Potion.

The next long inclining segment contains more Skeleton Blazes but a lot more Orc archers are guarding the exit. Let your Battle I.D. take out the Skeleton while you dispatch the Orcs.

You will find another detour on your path (5) that leads to the North. Unfortunately at the very end you will be unable to defeat the final enemy at this point in the game. If you are curious, you can fight through the Cyclops and Skeleton Blazes to follow the U shaped road. At the end of this path you will encounter a strange enemy that will reform after you "destroy" it. The Blood Skeletons cannot be destroyed by conventional means and you must return here later to access the room that they are guarding.



BLOOD SKELETON

NO.	LEVEL	HP	EXP
8	5	0	1
155	75	0	167

WEAKNESSES: FIRE

TOLERANCE: DARK

ITEMS DROPPED

STEAL

\$50

LITERALLY UNDEAD, THESE BLOODY BONES ALWAYS RETURN TO LIFE. RED WITH THE BLOOD OF COUNTLESS VICTIMS.

From area 5 continue south to complete the rest of the Central Region on the mountains. As you make your way to the bottom of this region you will encounter numerous Ghosts and Skeleton Blazes. **(OVER)**

SPIRIT

NO.	LEVEL	HP	EXP
5	4	32	1
44	19	86	16
79	32	133	45

WEAKNESSES: FIRE

TOLERANCE:

ITEMS DROPPED

POTION

STEAL

\$10

A SLAIN ANIMAL'S HEAD REVIVED AS AN ANGRY WRAITH. NEVER LETS GO ONCE ITS TEETH SEIZE HOLD OF PREY.

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&
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When you arrive at and on outcropping there will be a small wooden bridge with a waterfall. In this area is a pair of Spirits. These are small nuisance enemies that are not very powerful, but they can charge and stun you when they turn red. Avoid them until they return to their "harmless" blue state and finish them off.



WESTERN REGION

The small connecting segment to the area contains a Wizard and a Cockatrice. The fabled monster may look like a large chicken but this big bird has the ability to petrify you, turning you to stone. Shake the analog stick to break free of this crippling effect.



Your path will diverge once again (6) and you must of course complete both sides to fully expose the entire map. The path straight in front of you holds a pair of Cockatrice but it is not that exciting. Instead, take the path to the left that curves west. Defeat a slew of Skeletons and continue to the next open area. Battle a few Wizards and a Cockatrice and the foot of a staircase. Climb up the stairs and leap to a ledge with one last pesky Wizard and a locked chest. Use the Fairy I.D. to obtain the **Boiling Ring** that will protect



Across the bridge is a locked chest that will require your Fairy I.D. Open the chest to find the **I.D. Chart Skill**. Now you will be able to track and evolve your Innocent Devils. Keep in mind that the weapon you use will determine the Evo Crystals that it's fed, and subsequently its path of evolution. See the I.D. section of this guide for a break down on the different forms and corresponding abilities you may be able to achieve with each I.D. From your auto map you will notice that you can't complete all of this "room". You will have to return here later to find out what you are missing.

you from fire. Be sure to equip this accessory now because you will need it very shortly. From this vantage point you will notice an **HP Max Potion** far off in the distance. To obtain this valuable life extension you will need the Glide ability.

Ascend the long set of stairs to the exit and continue fighting Skeletons to level up you Battle I.D. Head south back to area 6 to complete this section and gain valuable experience. Before you can continue north you must defeat two Efreets. These fiery foes are masters of flame so it's a good thing you got that Boiling Ring. Use the Quick Step to avoid their long swipes and flame thrower attacks. Try to assault them from the rear and use your Battle I.D. as a diversion.



When the barrier drops, go through the door and use the Save Room on the left side. You will need to defeat one more Efreet and a few Lizardmen as you battle to the end of the road, the red Boss door.

COCKATRICE

NO.	LEVEL	HP	EXP
10	6	221	9
138	46	1146	603

WEAKNESSES:

TOLERANCE:

ITEMS DROPPED

JET BLACK **SUNRISE UP EGG**

STEAL

\$100

A COCKEREL-LIKE MONSTER CAPABLE OF GREAT AGILITY. SPEWS STONE BREATH OR SWINGS ITS TAIL TO ATTACK.

EFREET

NO.	LEVEL	HP	EXP
15	7	282	10
23	11	376	21
131	45	1320	576

WEAKNESSES:

TOLERANCE:

ITEMS DROPPED

JET BLACK **SUNRISE UP EGG**

STEAL

SUN TEARS

A MONSTER ENVELOPED ENTIRELY IN FLAMES. USES ITS COMPLETE CONTROL OF THIS FIRE TO ATTACK.



NO.	LEVEL	HP	EXP
31	14	1900	240

WEAKNESSES:ITEMS DROPPED:TOLERANCE:

FIRE

STEAL:

SHORTCAKE

Make sure you have the Boiling Ring equipped or this fight will be a lot more difficult. The Boss has several attacks from the ground as well as an air strike. While you are up close there are several attacks that you have to be careful of. It's fastest strike its bite move that gives very little warning. Block or Quick Step this maneuver to avoid damage from this chomping move.



On the contrary, its tail whipping attack is telegraphed rather well. Right before the tail hits you, simply Quick Step to escape unharmed.

The last initial attack in this part of the fight is a stomp move that could be confused for the Wyvern taking flight. You can jump straight up and time your leap to perform an air combo while it lands.

When the monster is in front of you, continue your assault on its head and wait for it to rear back and plunge its head straight into the ground. It will temporarily become stuck in the ground and this is perfect time to use your Battle I.D. to tag team the beast while it is defenseless.

However, once the monster has escaped be sure to send your I.D. back or put it in the Guard stance to avoid taking lots of damage from the previously mentioned attacks. When the beast has received enough damage, it will take to the sky and shoot a large stream of flames in a straight line. This is very easy to avoid and it is a great time to use the Fairy I.D. to heal you.



Its final and most devastating attack will occur after the fight has gone on for a while. In a fit of rage the Wyvern will rear back on its hindquarters and shoot a continual torrent of flame as it moves its head from side to side. Thankfully, the Quick Step skill will allow you to pass through the flames unharmed. As the fire approaches you, simply Quick Step through the blaze in the opposite direction. Be sure your Innocent Devils don't get caught in the blast!

If you relentlessly attack its head and Quick Step through its attacks you should survive this fiery fight. Recharge in the blue light and exit this room to travel to the Garibaldi Temple.



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CHAPTER THREE

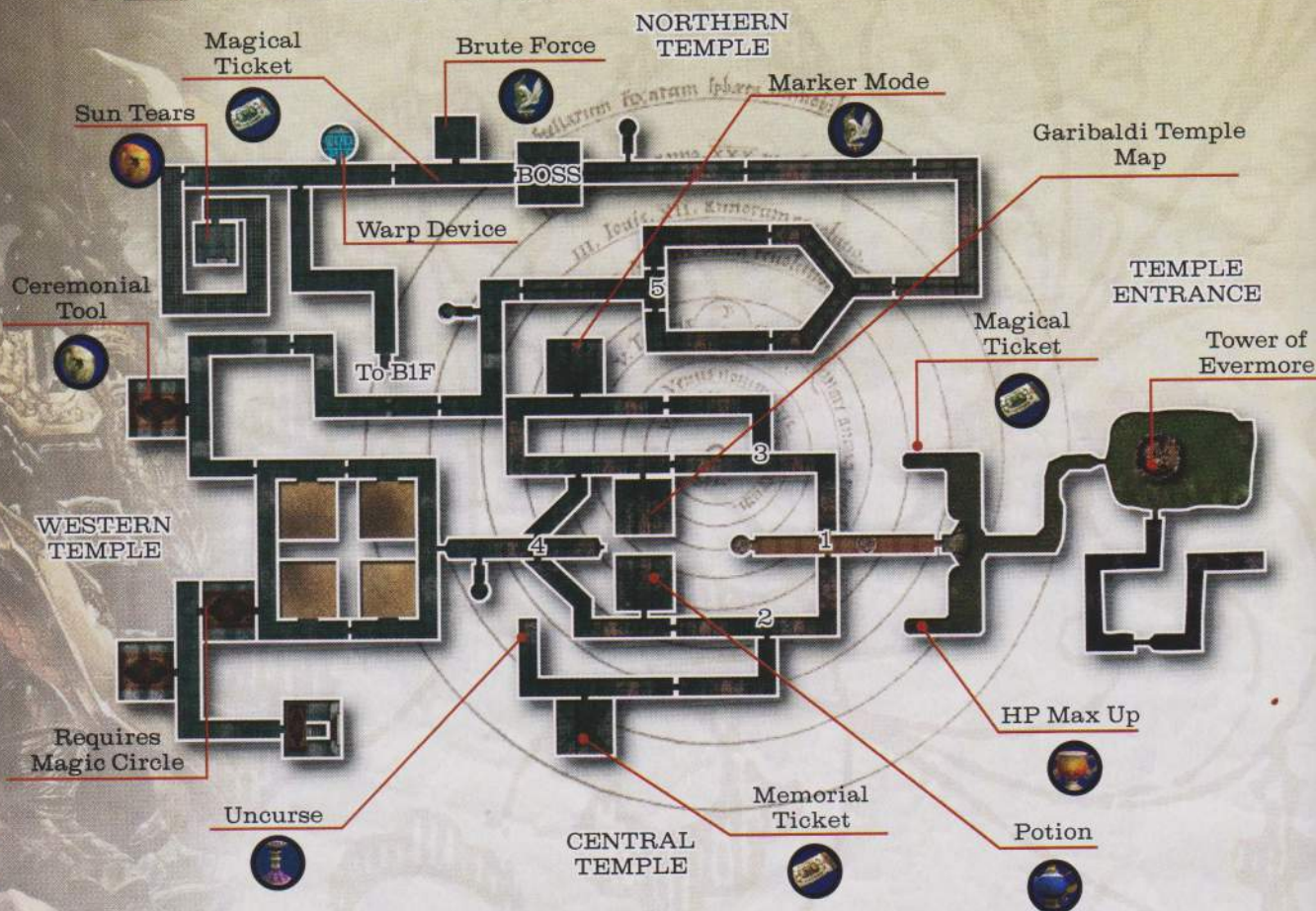
GARIBALDI TEMPLE

THE ENEMIES

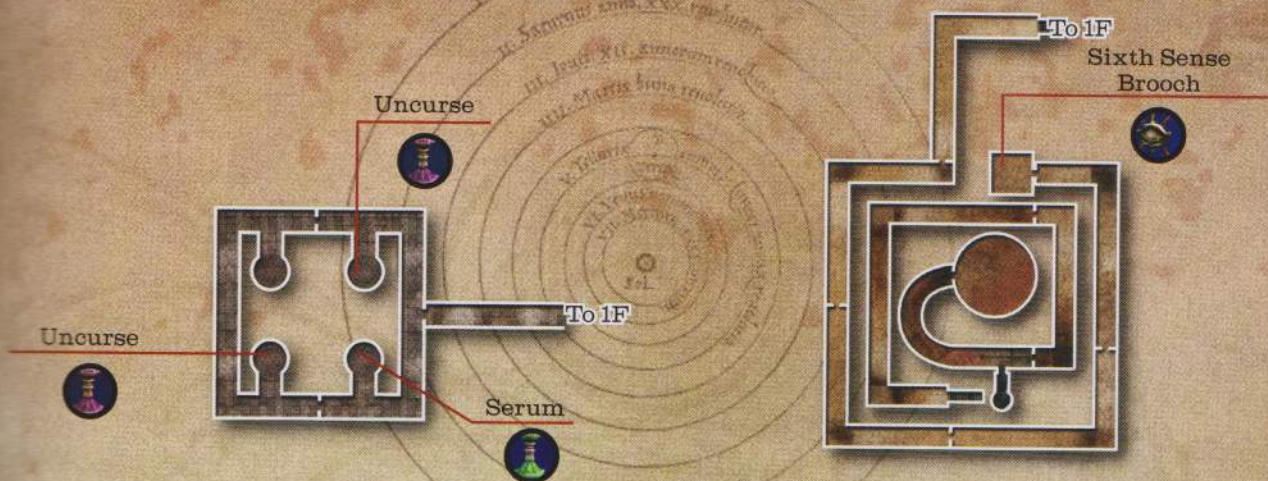
SKELETON	Lv. 9
ORC	Lv. 7
EFREET	Lv. 11
BONE SOLDIER	Lv. 13
CYCLOPS	Lv. 8
FLEA MAN	Lv. 7
GHOST	Lv. 11
ARMOR KNIGHT	Lv. 15
DEAD BARON	Lv. 12

DEAD FENCER	Lv. 9
FENRIR	Lv. 10
BLAZE MASTER	Lv. 14
LESSER DEMON	Lv. 14
PHANTOM SWORD	Lv. 15
SPECTRAL SWORD	Lv. 15
SLOGRA	Lv. 14
THIEF	Lv. 15
ECTOPLASM	Lv. 16

THE MAPS



GARIBALDI TEMPLE 1F



GARIBALDI TEMPLE 2F

GARIBALDI TEMPLE B1F

TEMPLE ENTRANCE

Fight your way past numerous Skeletons and Orcs, as you descend a long staircase. Eventually you will enter a large open area with a big Tower in the center. Several Orcs and an Efreet will bombard you with fire attacks. Get up close and personal to remove the archers before dealing with the fire elemental. When the enemies are gone, head out the western exit.

ST. GERMAIN

As you approach the Temple, you will run into a strange fellow who seems to know far too much. Saint Germain asks you to refrain from pursuing Isaac to maintain the greater good. This will make sense later in the game, but for now, you have your reasons to be very suspicious of this character. To prove his intentions, he will reveal a very personal part of your past. However, that is all he will reveal. He states that this is merely an observance, per his arrangement, and that all he can do is offer this simple advice.



After your brief and confusing conversation, go left around the outside of the entrance. On the right-hand wall of the Temple, you will notice a cracked-looking spot. Jump up and continue to smash this breakable wall to reveal a



HP Max Up. Continue around the other side as well to find a **Magical Ticket.** After having a pretty good start to this level, enter the Temple to explore its interior.



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CENTRAL TEMPLE

As soon you step inside, Bone Soldiers and a Cyclops ambush you. These skeletal fighters have long swords and are a lot more dangerous than their predecessors. Let your Battle I.D. fight the Cyclops while you eliminate the undead.



Continue to the end of the hallway, but you will need to head back to the area 1 exit through one of the two adjacent doors. Use the door to the south and prepare to be swarmed by a group of agile and annoying Flea Men. These are quick little buggers that rely on their numbers to cause you grief. Swat them like insects, and move south at area 2. A group of Ghosts will attack you in the area, but they are not lethal enough to be a big threat. Follow the hallway, and enter the doorway on your left. In the center of the room is a **Memorial Ticket**, but you must contend with a lot of Flea Men and Ghosts. Simply attack the closest enemy to you, and if the Flea Men start to overwhelm you, block and counter their attack to eliminate them.



Go back out into the hallway, and follow it to the dead end around the corner. Amidst a half dozen Ghosts, you will find an **Uncurse** potion. Backtrack to area 2, and go left to explore the western part of this central area.

After a short walk, there will be a doorway on your right. Enter this room that is filled with Armor Knights, and defeat them to grab a **Potion**.

Follow this hallway up to area 4 that is essentially a four-way intersection. If you are low on health, use the Save Room to the west, otherwise continue heading north to investigate the rest of this central region.

This next hallway is loaded with Flea Men. Crush these pests, or simply make a dash to the right, and enter the first doorway on the right side. An Armor Knight will join more Flea Men. The fast little guys are too quick to concentrate on with the large knight present. Remove the metal man first, block and counter, and then deal with the quick and pesky Flea Men. When they are gone, be sure to grab the **Garibaldi Temple Map** and head back out into the hallway continuing east to area 3.

Travel down the length of the hallway to area 3, and curve around the corner toward area 1 to complete this section. Backtrack a few paces to area 3, and head right (north) to a new section. After you contend with several more Flea Men, enter the next corridor, and enter the doorway on the right. There are a lot more Armor Knights and Flea Men than you've had to deal with all in one place. Concentrate on fighting the Armor Knights, and your combos will hit many of the Flea Men as well. The prize in this room is the last ability you will get, the **Marker Mode Skill**. It will allow you to mark up your auto map to remind yourself of key locations.



Circle back to area 4 and go east to explore the second floor of the Temple.

BONE SOLDIER

NO.	LEVEL	HP	EXP
28	13	72	18
43	18	92	36
101	38	176	164

WEAKNESSES:
 FIRE

TOLERANCE:
 DARK

ITEMS DROPPED
 STEEL KNIGHT'S VEIN

STEAL
 \$50

A MORE INTELLIGENT SKELETON, MADE FROM THE BONES OF A KNIGHT AND EQUIPPED WITH A SWORD AND SHIELD.

FLEA MAN

NO.	LEVEL	HP	EXP
16	7	1	0
109	40	5	2
153	75	11	7

WEAKNESSES:

TOLERANCE:

ITEMS DROPPED
 MILK

STEAL
 \$10

AN AGILE, LEAPING 'HUMANOID' MONSTER ALWAYS FOUND IN LARGE GROUPS.

TEMPLE, 2ND FLOOR

In these tan corridors, you will fight your first Dead Baron. These are a lot more strategic enemies than the foes you have fought before, since these specters will take their time to launch their attacks. They can charge you with the rapid strikes, as well as teleport right in front of you and perform an upward slash. Block these two attacks and retaliate.



This entire top floor consists of a large square section of hallway and four ledges that overlook the first floor. Head through the first door, and turn left circling around the entire floor. This first quadrant has an Armor Knight guarding the hallway that shouldn't be a problem by now. Inside the first alcove is a Dead Fencer. They fight with a very similar style as the Dead Baron, which means they have very quick attacks that can cover a lot of distance. Get in close and keep attacking to keep the pressure on this foe until it is defeated. In the center of this ledge you will find a **Serum**.



Continue to the next corner, and battle several Fenrir and another Dead Fencer. On the ledge in this area, you will find an **Uncurse** Run all the way up the next long corridor to the top right corner. There is nothing

DEAD BARON

NO.	LEVEL	HP	EXP
26	12	214	22
72	31	454	156

WEAKNESSES:

DARK

TOLERANCE:

LIGHT

ITEMS DROPPED

KNIGHT'S VEIN

WINE

STEAL

HOLY MAN'S VEIN

THE REVIVED CORPSE OF A MASTER FENCER BARON. HIS SWORD MOVES SO QUICKLY IT SEEMS TO HAVE 100 BLADES.

DEAD FENCER

NO.	LEVEL	HP	EXP
25	12	212	21
68	30	437	140

WEAKNESSES:

DARK

TOLERANCE:

LIGHT

ITEMS DROPPED

KNIGHT'S VEIN

STEAL

HOLY MAN'S VEIN

A MONSTER ENDOWED WITH THE SOUL OF A NOBLE. MOVES WITH CUNNING GRACE. CLOSING SWIFTLY UPON ANY FOE.

ing on this ledge, so continue to the last part of this square area to fight an Armor Knight and a final Dead Fencer. On this final ledge, you will find an **Uncurse** potion. Take this useful item, and go back downstairs to complete the rest of the Temple.

WESTERN TEMPLE

Now it's time to tackle the bottom part of the sections you just conquered above. Turn left to head south. Defeat the two Dead Fencers in the hallway, and clear out the open area that is infested with Flea Men. The next open area to the west is filled with Fenrir. Defeat the hapless hounds, and enter the doorway on the left. This room contains several Armor Knights and a Dead Baron. Block the Baron's quick attacks and counter with your own. Once it is gone, finish the large knights. Note that in the back of the room, there is a crushed section of the wall. Return to this spot when you obtain the Magic Circle ability to slide under this spot.

Complete the rest of this upper squared section by fighting the same enemies in the rooms below. Once this entire area has been covered go out the upped door to the west. **(OVER)**



Armor Knight Lv.15

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This hallway will introduce the Blaze Master. It is an advanced form of undead that has dual blades and exploding mines. Launch a full combo on this monster, before it has a chance to do the same to you...!

Enter the first door you encounter on the left to face a group of Blaze Masters and Fenrirs.

Fight the canines first, and tag team the Blaze Masters with your Battle I.D. However, when they are destroyed, the fight is not over, as several Dead Barons will join the battle. Use the Quick Step to avoid their fast attacks, and pin them down with combos. Your reward for surviving this tough battle will be the **Ceremonial Tool** that is in a chest at the rear of the room.



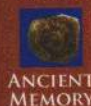
BLAZE MASTER

NO.	LEVEL	HP	EXP
29	14	247	38

WEAKNESSES: TOLERANCE:

FIRE		DARK	
LIGHT			

ITEMS DROPPED



A SUPERIOR SKELETON BLAZE. ALONG WITH SUPER FAST MOVEMENT, IT CAN THROW EXPLODING KNIVES.

STEAL



CEREMONIAL TOOL



NORTHERN TEMPLE

The next few hallways are filled with Blaze Masters and Wizards. Even though the undead are a bigger threat, take out the Wizards first to put an end to their spell casting, before tackling the Blaze Master. Use the Save Room on the left, if you need to, and follow the hallway until it splits at area 5. At this split, you will have to face several Wizards and a Lesser Demon. The demon is an aerial opponent that swoops in to attack you. Jump up to and perform an air combo, or let it dive at you while you block and counter its attack.



Run around this looping area, fighting the Wizards and Lesser Demons to gain valuable experience and materials. When you have completed this area, preceded out the door to the east.

These next several adjoining corridors will introduce you to the Phantom Sword and Spectral Sword. These ethereal fighters fade in and out and brandish a huge sword. Even though they appear translucent, they can take a lot of damage. Also, they will not only swing their large weapon at you, they will toss it as well. Finally, they have a magic attack that creates a large beam that emanates from a circle they create in front of them. Dodge to the side to avoid their linear attack and let them have it.



LESSER DEMON

NO.	LEVEL	HP	EXP
27	13	149	27
52	23	232	89

WEAKNESSES: TOLERANCE:

WIND			
------	--	--	--

ITEMS DROPPED



ALUMINUM



LOLLIPOP

STEAL



SPIRIT OF FUJI



A FLYING MONSTER. PATROLS ITS TERRITORY AND ATTACKS ANY TRESPASSERS WITH A VICIOUS SCREW ATTACK.



PHANTOM SWORD

NO.	LEVEL	HP	EXP
34	15	310	42

WEAKNESSES: TOLERANCE:

THUNDER			
WIND			

ITEMS DROPPED



KNIGHT'S VEIN



RAMEN

STEAL



\$100



A SWORD MONSTER. DOES NOT REALIZE ITS MASTER IS LONG DEAD, AND CONTINUES TO FIGHT FOR HIM.

After several grueling battles with these phantoms, you will find a Save Room on the right. Use it now, because a familiar red Boss Door lies straight ahead...



SPECTRAL SWORD

NO.	LEVEL	HP	EXP
35	15	314	43
140	47	926	672

WEAKNESSES:

THUNDER

TOLERANCE:



ITEMS DROPPED



KNIGHT'S
VEIN



HIGH
POTION

STEAL



\$200

A SWORD MONSTER WITH AN INVISIBLE BODY. ITS BLADE CONTAINS THE FORMER OWNER'S ANGER, GIVING IT LIFE.

Boss Battle

TREVOR BELMONT

NOTE: YOU CAN'T WIN THIS BATTLE.

NO.	LEVEL	HP	EXP
112	40	4700	2220

WEAKNESSES:

DARK

TOLERANCE:

LIGHT

ITEMS DROPPED:

STEAL:

A bit of mistaken identity forces you to fight the master vampire slayer. This is not a fight you can win, literally. You must only survive and deplete his health about a quarter of the way, and the fight will end. He has several attacks at his disposal, but the important thing to remember is that you can Perfect Guard or Quick Step all of them.

One of the trickiest attacks to avoid is the flaming vial he tosses at you as he yells, "Incinerate!" This blue flame arcs around you, and it can be tricky to decide which way to dodge.

He also has a red flaming attack where he will crouch and charge up a fire dash move. This can be very hard to guard against, so rely on the Quick Step to pass through his charge and attack before he regains his composure.



One of best times to launch your offensive is after you Perfect Guard his green whipping attack. His whip is very quick but the timing



is predictable, and once you master it, you can block and counter him every time.

His final attack that you must contend with is a series of physical strikes ending in a multi kick combo. These strikes can also be Perfect Guarded and countered. However, if you are having trouble getting the timing down, dodge to the side and wait for his combo to be completed before you retaliate.

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When the battle has ended, leave this area, and enter the next room on your right. In here your Battle I.D. will learn the **Brute Force Ability**. This is not simply an attack move. This ability can be used to lift heavy objects as well. Go back into the hallway, and collect the **Magical Ticket**. The huge iron door at the end of this short hallway will require your new ability. Stand in front of the heavy door, and select the Brute Force Ability with the D-pad. Activate this ability to raise the door and walk into the next area.



The yellow door on the right is a Warp Room, but there is still a bit more to explore. Continue further down the hallway, and enter the first door



on the left. A tall reptilian monster will attack you with a long, glowing weapon. The Slogra has great range due to its size and its long staff-like weapon. Furthermore, the Slogra is quite fond of charging at you, and it can hit you while it is out of range. Get in close and combo like crazy. When the gates are lifted, take the stairs down to the basement.

SLOGRA

NO.	LEVEL	HP	EXP
30	14	281	39
94	37	629	280
130	45	814	622

WEAKNESSES:

LIGHT

TOLERANCE:

EARTH

DARK

ITEMS DROPPED

**ANCIENT
MEMORY**

BORSCHT

STEAL

\$200

A DIRECT SUBORDINATE OF DEATH, HIS MULTIPLE LANCE STRIKES ARE ESPECIALLY STRONG AGAINST AIRBORNE FOES.

TEMPLE BASEMENT

This is a very tough route to take, so make sure you have plenty of Potions before you attempt to claim the prize at the end. In the dark and earthy depths are a ton of Skeletons, Wizards, Slogra and Thieves. The Thief is not a tough enemy to deal with, and it is rather weak. However, as its name suggests, it is fond of taking your items. To recover your stolen goods, simply kill the pickpocket.

At the bottom of this sloping trail, you will have to fight several Wizards and Slogra to unbar the exit. Stop the Wizards from aiding the large reptiles and clean up the rest of the monsters.

The next section has airborne enemies, including Lesser Demons and Ectoplasm. These spheres are not a threat in terms of the damage they cause, but when they turn purple, they can curse you. If this occurs, you will not be able to fight. Use an Uncurse potion, if you have one, or simply run away until the effect wears off.



The last leg of this journey is filled with Lesser Demons and more Slogra. This is a tough battle, since you are getting attacked from above and from afar. Don't run down the path to draw too many enemies on your trail! Take out the first few you encounter, then try to trick the other foes, one at a time, into following you into an open spot. The goal is to separate the monsters, and take them out one at a time. At the end of this tough series of battles is a room that contains the great **Sixth Sense Brooch**. With this brooch equipped, you will be alerted to an incoming enemy attack.



Fortunately, the road back upstairs is a lot easier. Only a few scattered Skeletons and Wizards will be left roaming the basement.



THIEF

NO.	LEVEL	HP	EXP
36	15	154	27
47	21	200	54
75	32	285	130

WEAKNESSES:

EARTH

TOLERANCE:

ITEMS DROPPED

STEAL

\$1

A MONSTER THAT LOVES TO STEAL. ALTHOUGH WEAK, IT WILL ROB ANYONE IT CAN GET CLOSE TO.



ECTOPLASM

NO.	LEVEL	HP	EXP
39	16	78	11
48	22	100	23
95	37	157	66

WEAKNESSES:

LIGHT

TOLERANCE:

DARK

ITEMS DROPPED

UNCURSE

CURSE SEALING RING

STEAL

\$50

THE MANIFESTATION OF TORMENTED SOULS SEEKING VENGEANCE. MOVES SLOWLY AND CURSES ALL WHO TOUCH IT.

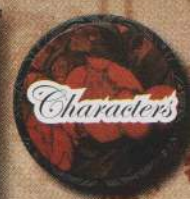
NORTHERN TEMPLE

To complete the rest of the upper region of the map, go west through the spiraling series of hallways. Fortunately, there are only a few Thieves in these halls! In the last room of this section, you will find the **Sum** **ears** material. At this point, it may seem like there is nowhere else to go. However, recall that there was a heavy iron door you could not access in the Baljhet Mountains.

Go to the Warp Room, and use the device to travel back to this location.

BALJHET MOUNTAINS

Go south from the Warp Room, and use the Brute Force ability to open the heavy door. Step through the doorway into the Mortvia Aqueduct.



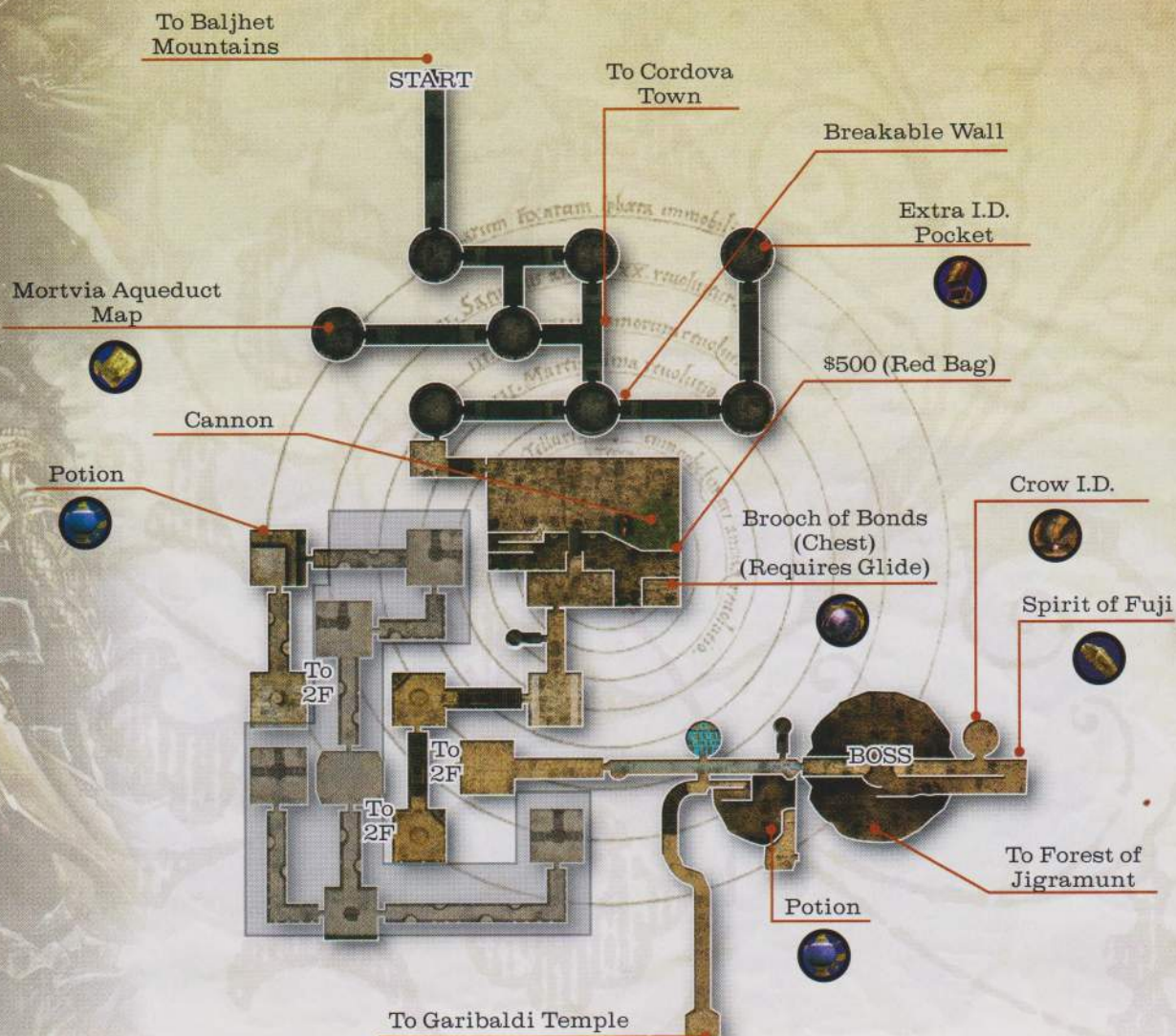
CHAPTER FOUR

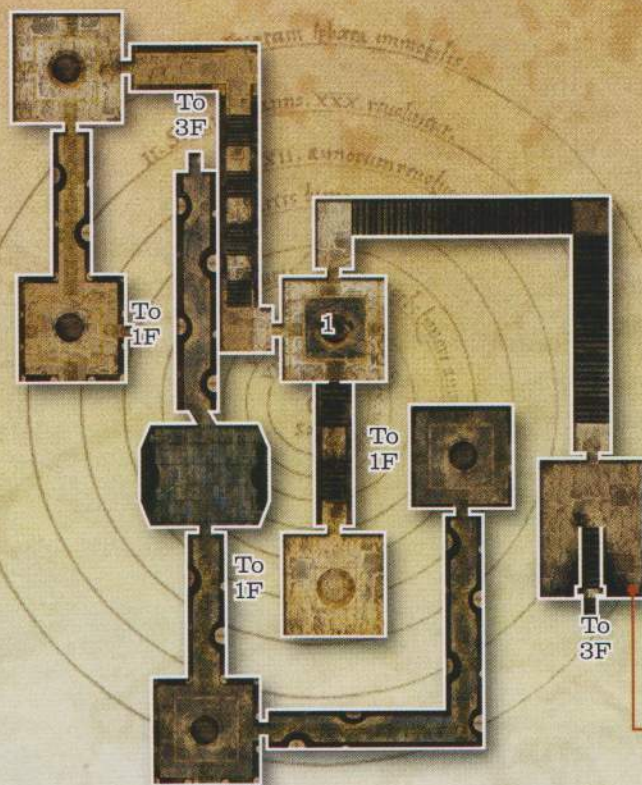
MORTVIA AQUEDUCT

THE ENEMIES

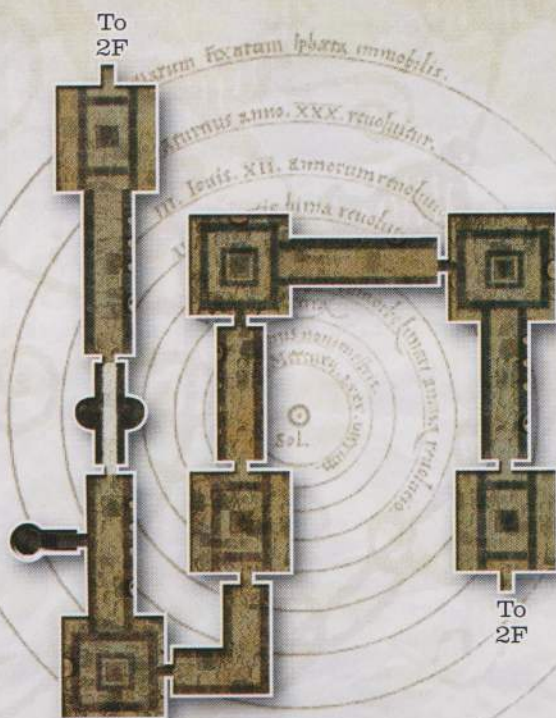
MERMAN	Lv. 15	FISHMAN	Lv. 16
BONE SOLDIER	Lv. 13	FROST DRAGON	Lv. 19
ARMOR KNIGHT	Lv. 15	BLAZE MASTER	Lv. 14
THIEF	Lv. 15	GHOST	Lv. 11
ECTOPLASM	Lv. 16	GAIBON	Lv. 17
ORC	Lv. 14	WOLF SKELETON	Lv. 17
DARK WARLOCK	Lv. 17	SKELETON DIVER	Lv. 24

THE MAPS





MORTVIA AQUEDUCT 2F



MORTVIA AQUEDUCT 3F



OUTER EMBANKMENT

Most of the outer-lying areas are waterlogged, and this means you will find plenty of Mermen. They appear in larger groups, and the blue ones will shoot water bullets at you as well as use their usual rolling attacks. Enter the first circular room, and dispatch a group of Mermen and Bone Soldiers.



Battle another group of Mermen in the outer ledge, and continue straight through the next doorway. The next round room has more of those loveable Mermen. Clear the room, and exit to the south. Take the first right turn to travel west. This round room will lock you in until you defeat more Mermen and a pair of Armor Knights. Fight the knights first, since the Mermen are so numerous they'll likely get hit in the crossfire.

The last room in this direction is devoid of monsters, but it does contain the **Mortvia Aqueduct Map**. Grab this useful item, and backtrack to the open area to the east. From here, head south to the next round room. After fighting a few Bone Soldiers, take note of the reddish wall to the east. Attack this wall several times, and a doorway will appear.



Defeat the Merman on the walkway, and take out the lone Thief in the next room. Go north and destroy the Bone Soldiers to lower the barrier to the last room on

this route. As easy as it was to get to this room, your reward is surprisingly well worth it. Here you will find an **Extra ID Pocket** that increases the number of Innocent Devils you can carry. Backtrack all the way to the east to complete the last room of the northern region.



Before you enter the last room, you will have to contend with more Mermen and several roving Ectoplasm. Avoid the floating spheres when they are purple, and drop them quickly to prevent becoming cursed. Enter the last room, and clear out the Bone Soldiers and more hovering Ectoplasm.

This spacious area has a cannon off in the far corner as well as a turret in the center. Race all the way to the back in order to commandeer the gun, and open fire on the turret in the tall tower.

Before giving up your new toy, shoot the Orcs around the tower. Once they are all gone, put your sights on a partially collapsed tower to the left. Keep shooting this tower until it falls over and creates a bridge.

In the far corner is a chest, but it is too far to get to without the Glide ability. Drop off this ledge near the cannon to collect a bag of \$500. Follow the staircase back up to the main level, and cross over the fallen tower. Defeat the Bone Soldiers, and enter the door to the interior.



INTERIOR FIRST FLOOR

Use the Save Room on the right, and take out the Bone Soldiers and Dark Warlocks. These spellcasters are similar to their kin, and should always be dealt with first to prevent them from firing off their spells. Go through the doorway to the right, and you will face the same enemies as before, except here they're more abundant. Close in on the spellcasters to eliminate these projectile-casting magicians.



The final room is filled with a ton of Bone Skeletons. This is a great place to collect the Steel they drop and to level up your I.D. When the enemies are gone, take the staircase to the second floor...

SECOND FLOOR

The very first room holds nothing back. The fiery cousins of the Mermen, the Fishmen, accompany several Dark Warlocks. The red enemies have the same type of attacks as the Mermen, except that they spit fireballs not water. Block or dodge these projectiles, and hunt the baddies down one at a time.



Head north to the next room, and while it may seem empty, a Frost Dragon is mounted on the far wall. As its name suggests, this skeleton dragon has an ice-shooting attack. Jump up to finish it off. Take the detour at area 1 to the west. The next room holds three flying enemies, the Gaibons.

DARK WARLOCK

NO.	LEVEL	HP	EXP
40	17	145	29
116	42	330	262

WEAKNESSES:		TOLERANCE:	
THUNDER		FIRE	
EARTH			

ITEMS DROPPED		STEAL
STEEL	SPIRIT OF FUJI	\$50

A BLACK MAGIC USER WHO SPREADS CORRUPTION. RAISES OTHER MONSTERS' ATTACK AND DEFENSE STRENGTHS.

Be careful of their paralyzing sonar and their swooping attack where they pick you up.

The last room before you return to the first floor has the standard squad of Mermen. Finish them quickly, and head back downstairs.

FISHMAN

NO.	LEVEL	HP	EXP
38	16	189	43
90	35	360	231
133	45	495	576

WEAKNESSES:		TOLERANCE:	
ICE		FIRE	
THUNDER			

ITEMS DROPPED		STEAL
ANCIENT MEMORY	AQUAMARINE	

A RED MERMAN; ATTACKS BY SPITTING FIREBALLS. ESPECIALLY DANGEROUS WHEN ATTACKING IN GROUPS.

FROST DRAGON

NO.	LEVEL	HP	EXP
45	19	158	54
107	39	300	230

WEAKNESSES:		TOLERANCE:	
FIRE		ICE	

ITEMS DROPPED		STEAL
		\$50

A RELATIVE OF THE WHITE DRAGON. CAPABLE OF ICE-BASED ATTACKS.

GAIBON

NO.	LEVEL	HP	EXP
41	17	220	64
86	34	390	292
134	45	550	768

WEAKNESSES:		TOLERANCE:	
WIND		DARK	
LIGHT			

ITEMS DROPPED		STEAL
PIROSHKI		\$50

A DIRECT SUBORDINATE OF DEATH. HIS POWERS OF FLIGHT GIVE HIM AN ADVANTAGE OVER FOES ON THE GROUND.

FIRST AND SECOND FLOORS

You will only be able to access two rooms in this section until much later in the game. However, after you fight past several Fishmen, the second room will contain a **Potion**. The rest of this area is filled with water, and until it is gone, you cannot finish this part of the map. Backtrack to area 1 finish off the rest of the level.

From area 1, continue on your current course, heading north into a U-shaped hallway filled with Blaze Masters. The next room seems to be a dead end, but if you attack the statue, a staircase will rise out of the ground, leading to the third floor.

THIRD FLOOR

To kick things off this first room is loaded with a mixture of Blaze Masters and Ghosts. The Ghosts will weave in and out of combat, so take out the dual-bladed Blaze Masters first.

The next room has the same match-up as before, but be careful not to get pinned into a corner by the Blaze Masters.



The fourth room will lock you in until you defeat the Wolf Skeletons. These skeletal monsters will circle and pounce on you in a pack formation. If you see a black shadow on the floor, prepare to block, as they will materialize from the shadow and leap at you.

The fifth room has more Wolf Skeletons to deal with, and once they are gone, enter the hallway and use the Save Room on the left. Cross over a narrow ledge

WOLF SKELETON			
NO.	LEVEL	HP	EXP
42	17	99	42
51	23	126	86

WEAKNESSES: FIRE
LIGHT

ITEMS DROPPED

INDIGO STEEL (LV. 23 ONLY)

POTION

\$50

THE CORPSE OF A FENRIR REVIVED AS A ZOMBIE. HIDES IN ITS OWN SHADOW TO GET CLOSE TO PREY.

to the last room of this floor. Defeat the Fishmen in this area, and take the stairs back down to the second floor.



SECOND AND FIRST FLOOR

Battle past the Fishmen in the hallway to the large oval room to the south. The red bars will block your way until you defeat all the Fishmen in this room. The following room will add several Gaibon to fight alongside the Fishmen. These oversized bats can shoot a green ray that will paralyze you. Jump up and air combo them before they get a chance to use their sonar-like power.

The last room in this corridor has familiar Fishmen as well as Frost Dragons in each corner. Kill the dragons on one side of the room, and let the Fishmen come to you, so you can battle them without any distractions.

It is a long but straight shot past several Frost Dragons and Fishmen, but you are nearly at the end of this

level. Obviously, do not stand your ground in the hallway surrounded by the dragons. Defeat the Fishmen far away from the wall clinging Frost Dragons, and then take them out one at a time.

On your left side are both a Warp Room and Save Room. Save your game now, because a Boss fight lies just beyond the red door. Before you tackle this Boss, walk down the second staircase to explore the area and grab the **Potion** in the corner.



NO.	LEVEL	HP	EXP
55	24	3422	720

WEAKNESSES:
FIRE
ITEMS DROPPED:
--

TOLERANCE:
--
STEAL:
SUSHI

Attempt to cross the bridge to trigger the Boss fight. This skeletal fish and its master will follow a pattern of attacks where they will fight alone and as a team. When they circle the outside area, the rider will launch a bunch of spears at you. Quickstep to avoid this attack. Later in the fight, these spears can become enhanced with fire. The boney fish swims rather quickly, but if you are toward the head of this beast, you can try to get one shot in before it submerges.



When the duet jump high into the air, the rider will jump off its mount and dive straight down with its trident-like weapon. Avoid the initial strike and its small shockwave area effect. Fighting the rider up close is one of your best chances to damage the Boss. Use your Battle I.D. and a strong weapon with long range to inflict as much damage as quickly as you can.

Meanwhile, its fishy partner may jump or flop across the floating platform to distract you. You can attack the big fish if you see it flopping around, but don't worry about its partner unless you see it beached on one side. If it stays on the platform without moving, get close to either side of its head to avoid the huge and damaging water beam. You can Quick Step

through this, but if you are close, you can attempt to attack its head directly.

After you have fought the rider up close, and the Boss has lost a significant amount of its health, the rider will stop challenging you alone on the platform. When you see them jump into the air, don't expect the rider to try to fight you. Instead, prepare to dodge a volley of fiery spears.

At this stage of the battle, damaging the Boss will be more difficult to do. You will have to rely on hitting it as it circles around you, and when the duet flounders across the platform. When you see them plunder across the floating disc, stay to one side and attack. Note that this is also the only time you can steal from the Boss.

The Boss should not have a lot of health left, so use your Fairy I.D. to heal, and take your time attacking it to deplete its last bit of life.



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When the battle is won, step into the blue light to re-charge. Climb up the newly created stone steps, and

grab the **Spirit of Fuji**. Enter the first door on the right to receive a Bird Type Innocent Devil.

Innocent Devils

ATK: 5	MAG: 5
DEF: 5	AGL: 50

HP: 50

STATUS ENHANCEMENT

CON + 4

INITIAL ABILITIES

GLIDE • Uses legs to propel Hector long distances. Allows access to places a normal jump can't reach.



Tip: Characteristics of Bird Type Innocent Devils

Bird-type Innocent Devils move freely in the air. Their "glide" ability allows Hector to grab on and glide over obstacles almost like a hang glider.

CROW



This is your first airborne ally, and he's great at attacking grounded foes. Also, you will now have access to the valuable Glide ability that will let you reach areas that were previously too far to jump to.

With your flying friend by your side, exit this room, and use the Glide ability to jump the long gap back to the Boss door. This maneuver is simple to use, once you get the hang of it. Just double jump and press the Ability button at the height of your leap.

There was a chest you could not reach earlier that may tempt you to backtrack. It is quite a distance,



but if you go back, you can get the **Brooch of Bonds**. When this item is equipped, all your experience will go to your I.D. This is a great way to level them up fast!

To the right of the Boss door is a far ledge. Glide across to gain access to the forest level.



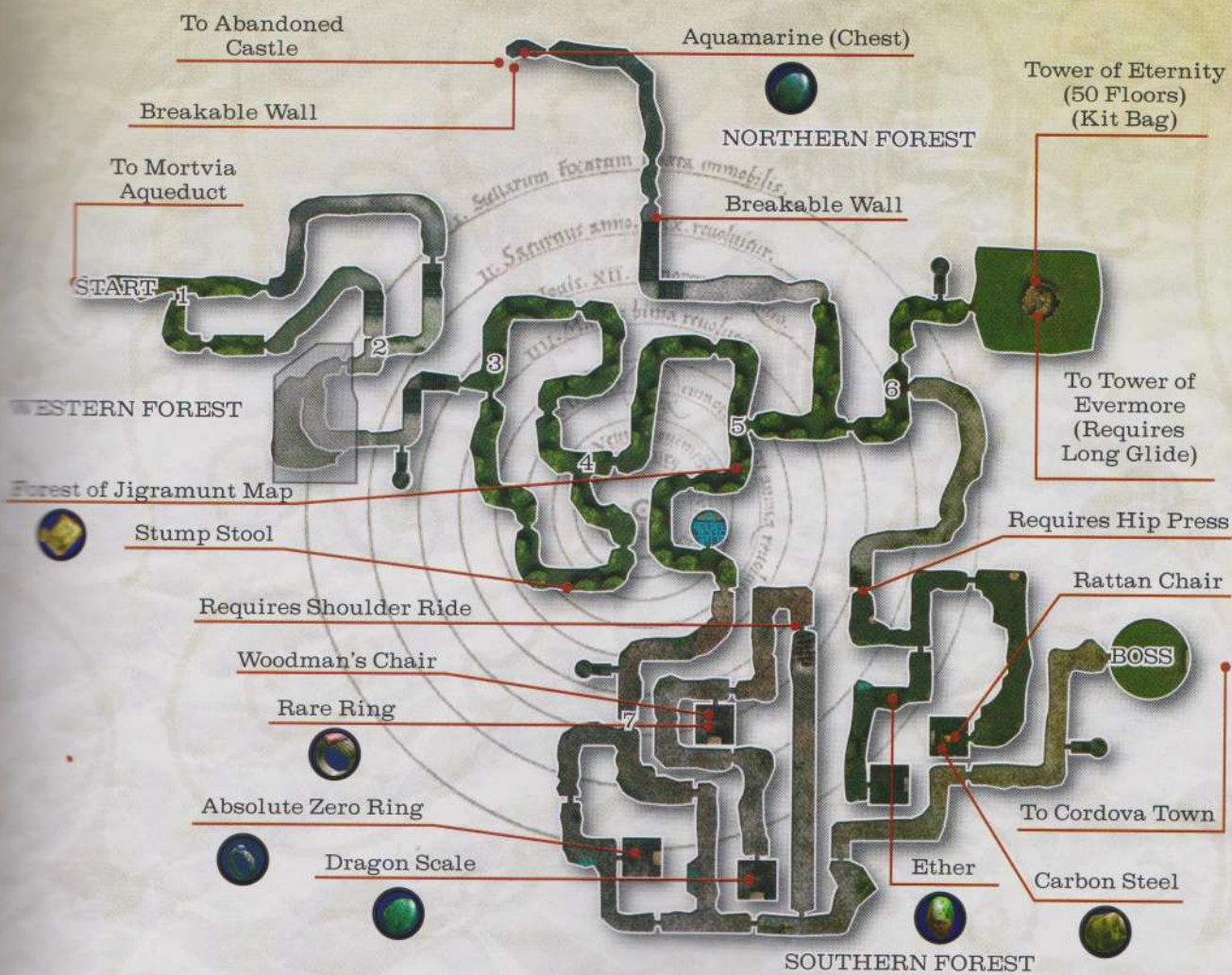
CHAPTER FIVE

FOREST OF JIGRAMUNT

THE ENEMIES

SNIPER ORC	Lv. 24	BASILISK	Lv. 23
VASSAGO	Lv. 25	THUNDER DRAGON	Lv. 20
SPIRIT	Lv. 19	ECTOPLASM	Lv. 22
BONE SOLDIER	Lv. 18	FLAME DEMON	Lv. 38
RED OGRE	Lv. 25	LIZARDMAN	Lv. 23
DARK WARLOCK	Lv. 17	THIEF	Lv. 21
ASSASSIN ZOMBIE	Lv. 24	GREAT ARMOR	Lv. 25
WOLF SKELETON	Lv. 23	MINOTAURUS	Lv. 30

THE MAPS



FOREST OF JIGRAMUNT

WESTERN FOREST

Gliding Vassago will hover around you and attack with their dual weapons. They are a lot more dangerous than their ghostly kin. Use your Bird Type I.D. to take down this aerial threat.

At the far end of this road are several Sniper Orcs. They shoot a rapid succession of green arrows that can pin you down. Charge these snipers, and deal with them at close range.

At area 1, your path will diverge; head south through the arches. Continue battling the Vassago and Sniper Orcs as the road curves east. When you reach area 2, you will encounter a Red Ogre and a locked gate. The big brute has a huge club it swings low to the ground. It also

possesses an eye laser that you must dodge. Tag team this monster with your Battle I.D. to make short work of this big enemy.

Circle back to area 1 using the route to the east, and return here when this loop is completed. From area 2, head south and fight off a band of Bone Soldiers. There is a watery area on the right that will become of interest later in the game, but for now, continue on this course and use the Save Room on the right. Descend the long staircase to reach the central region of the forest.



VASSAGO

NO.	LEVEL	HP	EXP
56	25	168	66
83	34	218	124
113	41	272	216

WEAKNESSES:	TOLERANCE:
LIGHT	DARK

ITEMS DROPPED

STEAL



A FLOATING SPIRIT HOLDING TWO AXES. ATTACKS WITH BOTH AXES IN SUCCESSION OR BY SPINNING LIKE A TOP.



SNIPER ORC

NO.	LEVEL	HP	EXP
53	24	130	58
69	30	157	90

WEAKNESSES:	TOLERANCE:
EARTH	

ITEMS DROPPED

STEAL



ANCIENT MEMORY

CARBON STEEL

\$50

A HIGH-RANKING ORC HANDPICKED FOR ITS SUPERIOR SKILLS. USES A BOW TO FIRE THREE SUCCESSIVE SHOTS.



RED OGRE

NO.	LEVEL	HP	EXP
57	25	753	155
144	48	1531	872
152	75	2886	1331

WEAKNESSES:	TOLERANCE:
	EARTH

ITEMS DROPPED

STEAL



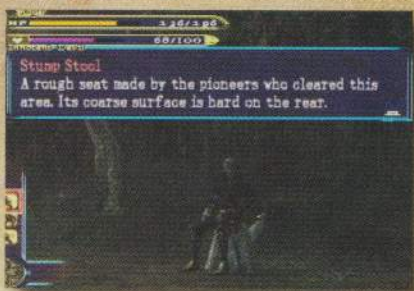
INDIGO STEEL

GALTITE

A HUGE RED DEVIL. UNSTOPPABLE ONCE ENRAGED, AND CAPABLE OF FIRING A BEAM FROM ITS EYES.

NORTHERN FOREST

This is a familiar match-up, and you should know to take out the spellcasters first. The next U-shaped segment hosts Assassin Zombies. These are burrowing undead that will spring out of the ground and attack. Wait for them to surface and destroy them. However, look out when the ground is red, because they will be able to hurt you from below. These assassins also have the ability to poison you. For fun take a seat on the **Stump Stool** in this area.



Follow the road to area 4, and continue north to finish this loop. Up the way you will fight numerous Bone Soldiers that are great for leveling your I.D.s. The last section has both Assassins and Warlocks, which can be a tricky battle. Use the open area to your advantage, and separate the enemies from each other as you pick them off.

From area 4, go east to the new section of the map. Wolf Skeletons and Wizards will assault you as you make your way north. Upon reaching area 5, you'll find you have two ways to go. Before you do anything though, you must deal with the two Red Ogres and Dark Warlocks. Be sure to eliminate all the Warlocks

before you engage the big guys. Circle around to their backside to avoid their eye laser and grabbing attacks.

Just below area 5 is the **Forest of Jigramunt Map**. Collect this item, and go through the nearby door to access the rest of the northern region. Fight off a pack of Wolf Skeletons, and take the long trail heading north. On your travels north, you will have to deal with a Basilisk. Their primary attack is a quick tail swipe. Attack them with a combo, Quick Step their tail and repeat.

At the top of the step are several Thunder Dragons. These dragons are like the ones you fought before, in that they are pinned to the wall, but they can hurl balls of electricity at you from a good distance. Use your Bird Type I.D. to help tackle these lofty enemies. Your path seems to end at this point, but the large green section is actually a breakable wall.

Crash through this wall, and destroy the Ectoplasm in the next section. Open the chest to obtain the **Aqua-marine**, and smash through the next wall. (OVER)



ASSASSIN ZOMBIE

NO.	LEVEL	HP	EXP
54	24	232	108
85	34	312	219
125	44	424	553

WEAKNESSES: LIGHT
TOLERANCE: EARTH

ITEMS DROPPED

INDIGO STEEL
JADE

STEAL

\$200

MOVES FASTER UNDERGROUND THAN ON THE SURFACE, SO WAITS FOR A CHANCE TO ATTACK FOES FROM BELOW.

BASILISK

NO.	LEVEL	HP	EXP
49	23	591	101
139	46	1203	615

WEAKNESSES:
TOLERANCE: FIRE

ITEMS DROPPED

RAMEN

STEAL

\$200

A BIRD-LIKE MONSTER THAT CANNOT FLY, BUT ITS SWIFT BEAK AND TAIL CAN QUICKLY OVERPOWER ITS PREY.

THUNDER DRAGON

NO.	LEVEL	HP	EXP
46	20	167	60
111	40	315	266

WEAKNESSES:
TOLERANCE: THUNDER

ITEMS DROPPED

SUN TEARS

STEAL

\$50

A RELATIVE OF THE WHITE DRAGON, CAPABLE OF THUNDER-BASED ATTACKS.

FLAME DEMON

NO.	LEVEL	HP	EXP
71	31	306	168
97	38	374	255
119	43	438	458

WEAKNESSES: ICE WIND
TOLERANCE: FIRE

ITEMS DROPPED

SUN TEARS

STEAL

PHLOGISTON

A DEMON FROM THE INFERNO WITH CONTROL OVER FIRE. BURNS ALL IN ITS PATH WITH FLAMES FROM ITS HANDS.

Characters

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Innocent Devils

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This will create a path back to the Abandoned Castle. Backtrack all the way south, and travel to the eastern exit towards area 6. The door in front of you will be barred until you defeat two Thunder Dragons and several Wolf Skeletons. Once they are gone, use the Save Room on the left.

The next open area is filled with several Thunder Dragons and Flame Demons. These demons will hover and shoot exploding fireballs at you - use your aerial ally to tackle these flying foes. When all the enemies are destroyed, the entrance to the optional tower will be accessible. Yet, if you lost a lot of health, return to the Save Room before you tackle the tower. The gates will remain down once you defeat the enemies.



THE TOWER OF ETERNITY

This is a 50-level tower, and once you start, there is no turning back. Well, you **could** use a Ticket to warp out of it... but then you would have to start all over again. Be sure you are fully stocked on healing items, and rotate your Innocent Devils to level them up. The only thing in your favor is that every five floors you will receive a Potion. The overall strategy to make it through this alive will be to use the weaker/easier monsters to refill your Fairy's heart bar to restore your health when needed. At the top of this tower is the **Kit Bag** - this will allow you to equip an extra ac-

cessory. From the top of this lofty tower, you can gain access to another more difficult place: the Tower of Evermore. To get there, you will need the Long Glide ability of your Bird Type I.D. Jump off the ledge with the moon directly in front of you, and Glide all the way to this new tower. At this point in the game this is probably too difficult for you to accomplish, so return here when you are stronger. The Tower of Eternity is pretty tough, but the experience and rewards are well worth it! Here is a list of what awaits you.

THE TOWER OF ETERNITY

ENEMIES

1.	SKELETON, Lv 1	26.	LESSER DEMON, Lv 23
2.	ZOMBIE, Lv 5	27.	SLOGRA, Lv 14
3.	BONE SOLIDER, Lv 18	28.	GAIBON, Lv 17
4.	ORC, Lv 14	29.	SKELETON RIDER, Lv 26
5.	POTION + MAGICAL TICKET	30.	POTION
6.	ARMOR KNIGHT, Lv 15	31.	SKELETON, Lv 9
7.	GHOST, Lv 11	32.	SPIRIT, Lv 32
8.	CYCLOPS, Lv 8	33.	BLAZE MASTER, Lv 14
9.	FENRIR, Lv 10	34.	ASSASSIN ZOMBIE, Lv 24
10.	POTION	35.	POTION
11.	SKELETON, Lv 9	36.	VASSAGO, Lv 25
12.	SKELTON BLAZE, Lv 5	37.	RED OGRE, Lv 25
13.	WIZARD, Lv 8	38.	THIEF, Lv 21
14.	MERMAN, Lv. 15 + FISHMAN, Lv 16	39.	SNIPER ORC, Lv 24
15.	POTION	40.	POTION
16.	PHANTOM SWORD, Lv 15 + SPECTRAL SWORD, Lv. 15	41.	SKELETON, Lv 9
17.	COCKATRICE, Lv 6	42.	BASILISK, Lv 23
18.	FLEA MAN, Lv 7	43.	WOLF SKELETON, Lv 23
19.	EFREET, Lv 11	44.	GREAT ARMOR, Lv 25
20.	POTION	45.	POTION
21.	SKELTON, Lv 9	46.	FLAME DEMON, Lv 31
22.	LIZARDMAN, Lv 23	47.	THUNDER DEMON, Lv 27
23.	SPIRIT, Lv 19	48.	FROST DEMON, Lv 28
24.	DEAD FENCER, Lv 30 + DEAD BARON, Lv 31	49.	EXECUTIONER, Lv 26
25.	POTION	50.	KIT BAG

SOUTHERN FOREST

Once the tower is completed, be sure to save your game and head to the south. Take the final detour to the left to reach a portion of the southern forest. A few Bone Soldiers and Dark Warlocks will bar your way, but they are not a challenge for you now. The trail appears to end at a section of black charred-looking ground. Use the Battle I.D.'s Hip Press ability to smash through to a hidden section below.



There are two paths to take, and each one ends in a room with an item. The hallways are loaded with Dark Warlocks and Bone Soldiers that should be great for leveling your I.D.s. On your way to the first room, you will have to defeat several Red Ogres and Dark Warlocks. The big brutes aren't tough, but the warlocks can draw this battle out, if you don't tend to them first.

Inside of the first room will be a **Pettan Chair**, you can sit in it for fun, and a **Carbon Steel** that is great for making weapons and armor.



On the opposite side, you will have to contend with the same monsters. This room will contain an **Ether**. Make the long trek back to area 5, and you will finally be able to finish off the southern part of the forest. Go south past the Warp Room, and use the Save Room on the right. This section is filled with Lizardmen in possession of long spears which provide them with great range. They are fond of hopping into the air and diving straight down on you. Dodge this attack and retaliate.



At area 7, there is one last fork in the road. Go west and take on a group of Great Armor. These armor-clad fighters can block, and as their suit suggests, they can take a lot of damage. Side-step to get in back of them and attack! Look out for their dash move, but make sure you steal from them after this attack to gain some **Carbon Steel**.



In the room to the left is the **Absolute Zero Ring** that is great against ice attacks. Circle around this section back to area 7 to complete the loop then head east.



GREAT ARMOR			
NO.	LEVEL	HP	EXP
58	25	465	117
88	35	620	231
136	46	883	603

WEAKNESSES:

THUNDER

TOLERANCE:

WIND

ITEMS DROPPED

STEEL

SHORT SWORD

CARBON STEEL

STEAL

CARBON STEEL

AN ARMOR KNIGHT WITH RED-BROWN ARMOR. BEWARE THE FEARSOME THRUST OF ITS SHIELD BASH ATTACK.



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After a battle with some Lizardmen and Orcs, a gate will drop over the door to your left. This is a long ramp with several statues, arranged like blowing pins, at the bottom. You will need Iytei with the Should Ride ability to break through these pins. Hop on his back, and race down the hill to build up speed. When you hit the statues, they will shatter, and you can enter the room.



Sniper Orcs and Great Armor fill this first hallway.

Battle through these monsters, and enter the door on the left. Inside are the **Woodman's Chair** and the **Rare Ring** that will increase monster drops.

Go back out into the hallway and continue south fighting more Great Armor and Ogres. The last room on this route holds a **Dragon Scale**.

Exit out of this enclosed section, and continue on your original course going east. Use the Save Room on the right side to prepare for a Boss fight.





MINOTAURUS

NO.	LEVEL	HP	EXP
70	20	4200	1120

WEAKNESSES:
WIND
ITEMS DROPPED:

TOLERANCE:
EARTH
STEAL:
DEVIL IRON

This oversize Minotaur will not attack you on its own. Instead, it will use the large stone columns to try to crush you like a bug. Because these columns are so large, the big beast will swing rather slowly. Use your Bird Type I.D. to hover around its head to distract it while you tackle it from below. Your airborne friend can be damaged while it flutters around, but it will avoid most of the ground swipes that are intended to hit you. The Minotaur can mix up the number of swings it will perform, so use short combos and Quick Step once or twice to avoid its attacks.



Fortunately this beast will break or toss the column it is using and have to get another one. Follow in back of it and continue to attack as it retrieves another weapon.

Another type of column attack you must look out for is when the monster crouches down and spins in a circle. This has a large damage radius, and it may be tricky to time its rotation, so just avoid this attack altogether when you see the enemy crouch.



If you move to the opposite side of the room, Minotaurus will toss a pillar at you. These can be avoided pretty easily. The boss will continue to grab new columns, and throw them at you until there is only one left. His other ranged attack is a stomp move where he leaps into the air. It is difficult to damage the boss in this attack state, but it is your only chance to steal from it.

By attacking in short bursts and dodging Minotaurus's swings, you should be able to whittle away his life bar in no time.



Characters

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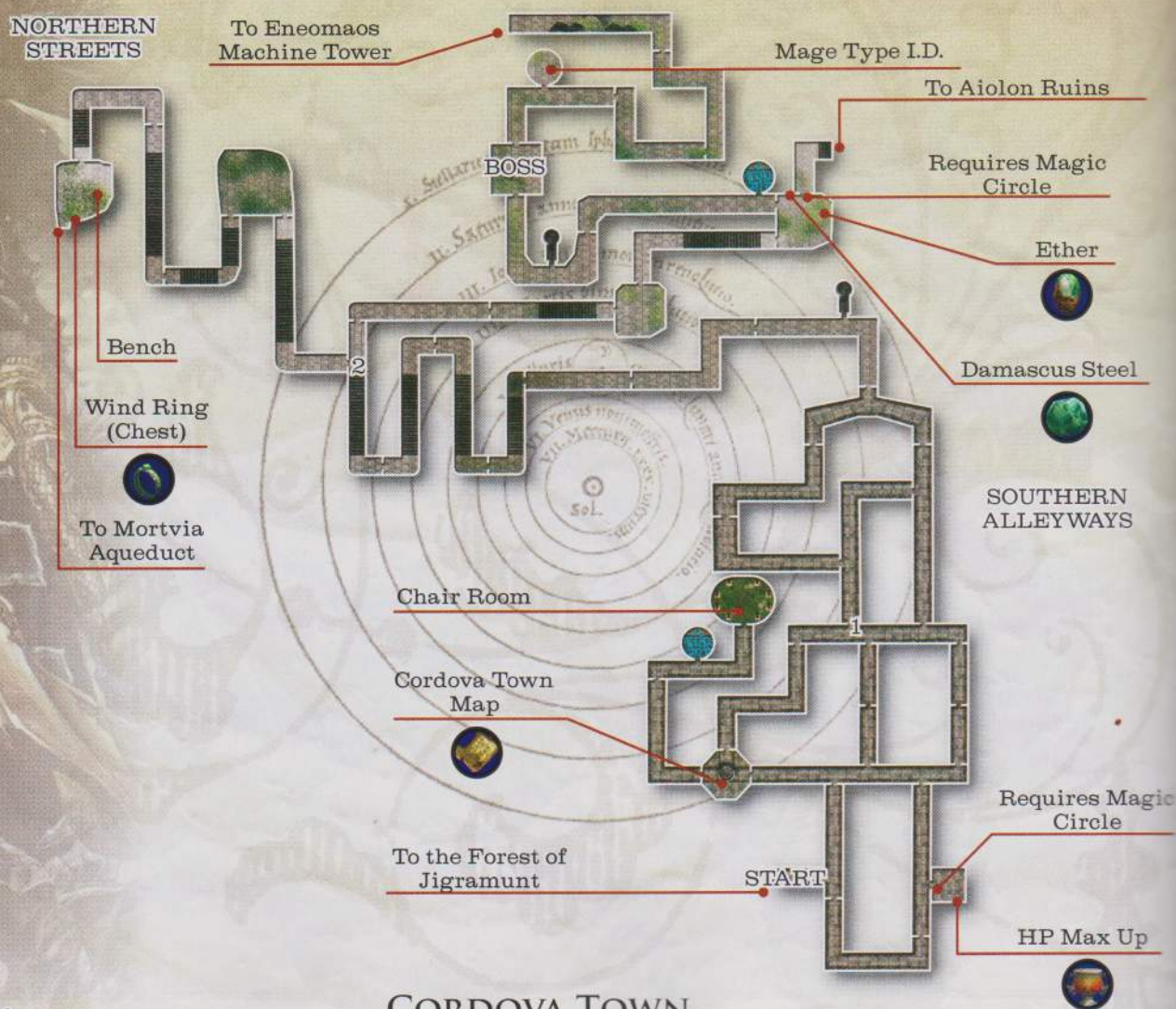
CHAPTER SIX

CORDOVA TOWN

THE ENEMIES

ZOMBIE	Lv. 26	LIZARD SHAMAN	Lv. 28
GREAT ARMOR	Lv. 26	ASSASSIN ZOMBIE	Lv. 24
VASSAGO	Lv. 25	SKELETON RIDER	Lv. 26
GHOUL	Lv. 27	EXECUTIONER	Lv. 26
DEAD FENCER	Lv. 30	THIEF	Lv. 21
DEAD BARON	Lv. 31	ISAAC	Lv. 34
WHITE GRAVIAL	Lv. 27		

THE MAPS



CORDOVA TOWN

SOUTHERN ALLEYWAYS

The Zombie welcome committee is out to greet you in this deserted town. Dispatch the undead, and turn right to explore the southern-most end of the map.

After you curve around the U-shaped bottom section, an iron gate will block your entrance to a room at the right. You will need the Magic Circle ability to slide under this door, so be sure to return here later. Go through the next doorway, and head west. This town is made up of a series of connecting roads, and you will want to explore each section.

In the circular room with a fountain, you will find the **Cordova Town Map**. Stay on your current course going due west into a hallway filled with Great Armors. Just up the road will be a Warp Room on your left. Round the next corner, and enter the ornate purple door. This is a very odd little room that has a collection of all the chairs you have sat in throughout your adventure. Take a seat to check out the funny comments. You can



also use the cannon for a bit of target practice. After a couple of laughs, head back to the fountain area.

This time go through the doorway to the north. Numerous Vassago fill these quiet streets. Travel down the end of this path, and be sure to complete the two southern sections that are filled with Ghouls. These undead also have a nasty habit of vomiting up yellow ooze. I guess the undead can't hold their stomachs. Look out for their grabbing attack, as this simple move can be very damaging.



When the lower region is completed, head out through one of the northern exits by area 1. These sections are filled with Dead Fencers and Dead Barons. Be sure to block their quick attacks and counter them. There is another road that runs parallel to this one that contains more of the dead sword fighters. Complete this other area as well to gain experience.

GHOUL

NO.	LEVEL	HP	EXP
62	27	160	96
118	42	250	306
156	75	575	702

WEAKNESSES:
 FIRE

TOLERANCE:
 ICE

ITEMS DROPPED
 WHITE STEEL
 RAMEN

STEAL
 \$100

TRIES TO EAT ANY HUMAN IT SEES. HARD TO SHAKE OFF ONCE ITS ROTTEN TEETH HAVE FOUND WARM FLESH.

WHITE GRAVAL

NO.	LEVEL	HP	EXP
64	27	371	114
122	43	597	409

WEAKNESSES:
 THUNDER

TOLERANCE:

ITEMS DROPPED
 WHITE STEEL
 SERUM

STEAL
 \$100

SKILLED WITH ITS LONG HALBERD; WEARS ARMOR OVER ITS THICK HIDE. A TOUGHER BREED OF MONSTER.

NORTHERN STREETS

Eventually all three tributaries will lead you to a set of wooden double doors. Enter the northern region of the map, and when you turn the corner, be prepared to face several White Gravials. These walking alligators have a large spear as well as a toxic spitting attack. Step around their attacks to drop these reptiles.

Use the Save room on the right, and fight your way through the mean streets going west. After fighting several Zombies, a Lizard Shaman will challenge you.



LIZARD SHAMAN

NO.	LEVEL	HP	EXP
66	28	386	127
123	43	603	419

WEAKNESSES:
 THUNDER

TOLERANCE:

ITEMS DROPPED
 INDIGO STEEL

STEAL
 ETHER

A LEADER OF LIZARDMEN THAT USES FIRE MAGIC. ALSO ARMED WITH A LANCE FROM WHICH IT BLOWS FIRE.

Characters

Game System

Innocent Devils

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These are quick spellcasters that send out a wave of fire. However, they are not merely frail magic users. They are very aggressive and have deadly psychological attacks as well. If you have the chance, be sure to steal valuable Ether from them.

Fight your way past several Assassin Zombies and a pair of Lizard Shaman at the top of a stone staircase. Use the doorway on your left at area 2 to travel west. In an open area, you will encounter a Skeleton Rider. This is a mounted enemy that can attack with its lance or command its steed to perform a fire attack. Strafe around this foe to avoid its charge move and ranged abilities. You can knock the rider off its steed, but its mount will dash around the area with incredible speed, and it must be put down separately.



In the last open area of this floor, you will need to deal with several Executioners and Shamans. Defeat the quick and deadly Shamans first, before you focus on the massive brutes. Be sure to check out the **Bench** in the corner, and when the monsters are destroyed, head down into the basement.

SKELETON RIDER		NO.	LEVEL	HP	EXP
		60	26	465	126
		135	45	825	576

WEAKNESSES:		TOLERANCE:	
ICE		FIRE	

ITEMS DROPPED		STEAL	
DUNG		DRAGON SCALE	

OVERPOWERS FOES FROM ATOP A DRAGON STEED. KILLING THE RIDER WILL NOT STOP THE MOUNT'S BERSERK CHARGE.

BASEMENT

A swarm of Thieves will ambush you, but they can't do very much damage. Go through the doorway, and open the locked chest to receive the **Wind Ring**. This is a handy item that will protect you from Wind-type attacks. The following doorway leads back to the Mortvia Aqueducts. With this shortcut opened, head back upstairs to area 2, and follow the streets north.



NORTHERN STREETS

Follow the road to a clearing with several Skeleton Riders. If you are able to knock the riders off, grab a Dragon Scale from one of their mounts. The next clearing has several Executioners. Use your Battle I.D. to pit brute force against brute force. In front of a gate is an **Ether**. You will need the Magic Circle ability to get through this door, so return here once you have obtained it.

Go through the doorway, and pass the Warp Room on the right. Fend off several Dead Fencers, and use the Save Room to prepare for a boss battle.





NO.	LEVEL	HP	EXP
82	34	5850	1460

WEAKNESSES:

ICE

ITEMS DROPPED:

--

TOLERANCE:

DARK

STEAL:

DEVIL'S VEIN

Your devil-forging adversary will bring out his most powerful Innocent Devil to test you. This I.D. is the advanced form of the Devil Type, and it is extremely resilient. Don't waste your time trying to battle this I.D., since your target is its master, Isaac. As you try to defeat your nemesis, he will occasionally command the I.D. to attack you by declaring "Kill Him." The I.D. will go underground and emerge in a funnel of flames. Run to avoid this attack, and Quick Step as it is about to emerge.



The other command Isaac will issue is "Go." This will send his Innocent Devil darting toward you. When you hear the command, be sure to block or side step this incoming drill-like attack.



Let your Innocent Devil distract his while you focus all your attention on the devil forger. His weapon has incredible range, so use a retaliation type of strategy where you dodge his attack and counter with your own. Be especially careful when he laughs and brings his weapon overhead, as this attack will have a very large damage radius.

In addition to his physical strikes, he can summon a cyclone to surround him. If you have the Wind Ring, this will not harm you that much. Still, wait for the winds to die down and launch an assault of your own.



One of his quickest moves is a fiery uppercut that can catch you by surprise. If you can avoid this attack, you will get a chance to steal from him.

When he is defeated, watch the cool cinema and proceed through the green door to acquire the Mage Type Innocent Devil.



Characters

Game System

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&
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Innocent Devils

ATK: 2	MAG: 20
DEF: 10	AGL: 15

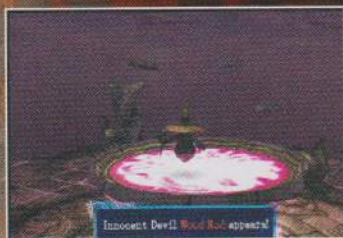
HP: 100

STATUS ENHANCEMENT

STR + 5 / CON + 2

INITIAL ABILITIES

TIME STOP • Magic that stops time. Halts all movement in the world for a brief period.



Type: Miscellaneous / Magic-Type Innocent Devils

Magic-type Innocent Devils are able to cast various magic spells. Rather than using physical attacks, they can use hearts to unleash magic spells with special effects. For instance, "Time Stop" is one magic spell that temporarily stops time in the world.

WOOD ROD



These I.D. are able to cast various magic spells. Rather than using physical attack, they can use hearts to unleash magic spells with special effects. One such ability is Time Stop.

FINAL MOVEMENT

The next few areas are filled with Zombies - their presence serves as the perfect opportunity to level up your new Innocent Devil. In the next area, you will notice that there are candles on both sides of the room. As you walk past them, the candles will blow out, and the door at the end will close. You must use your Time Stop ability to halt time and dash for the door at the end. If you successfully make it past this test, you will be on your way to the Eneomaos Machine Tower.



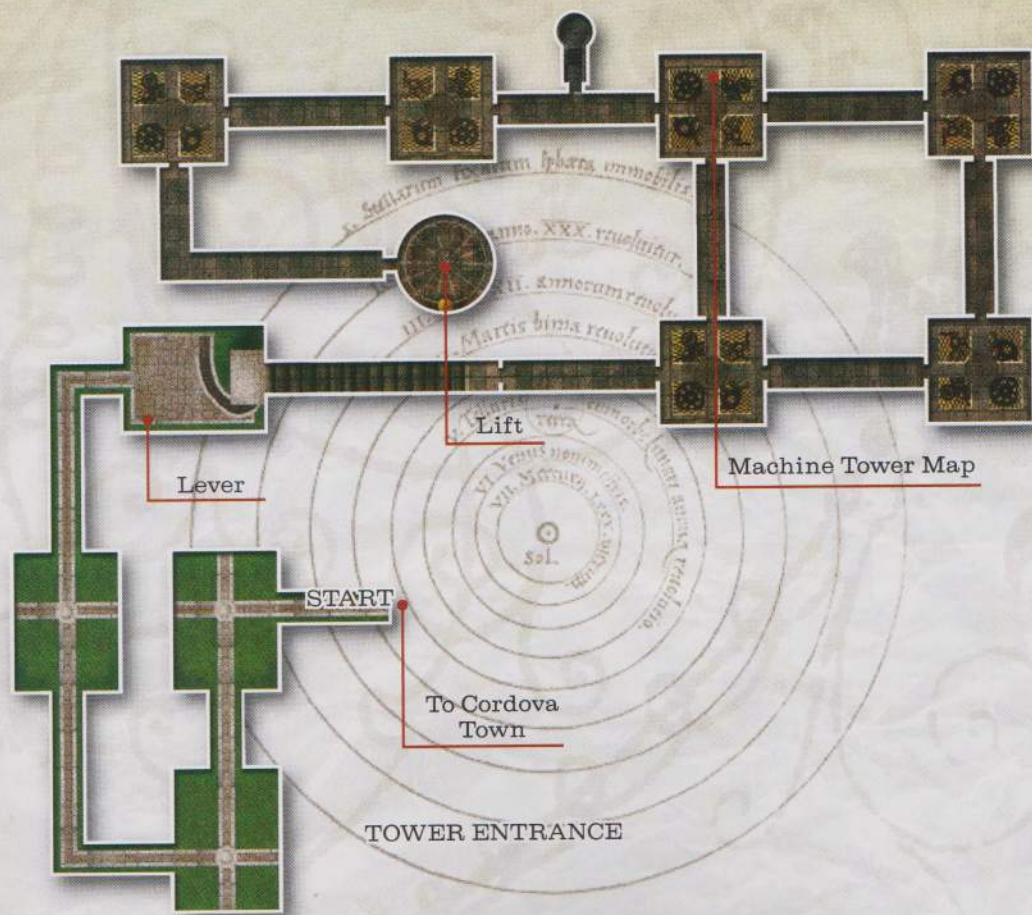
CHAPTER SEVEN

ENEOMAS MACHINE TOWER

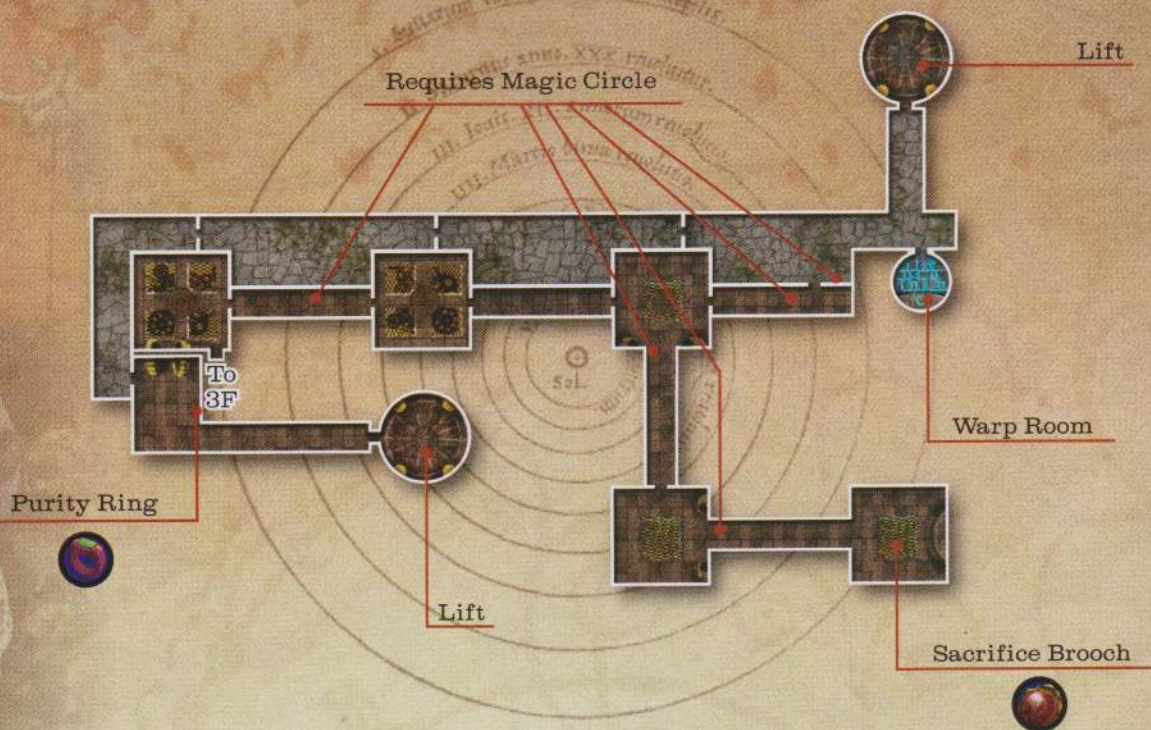
THE ENEMIES

SNIPER ORC	Lv. 30	LIZARD SHAMAN	Lv. 28
VASSAGO	Lv. 34	DEATH RIPPER	Lv. 29
WHITE GRAVIAL	Lv. 27	DEAD FENCER	Lv. 30
IRON GLADIATOR	Lv. 31	DEAD BARON	Lv. 31
FLAME DEMON	Lv. 31	ST. GERMAIN	Lv. 37
UNDEAD LORD	Lv. 33	NECROMANCER	Lv. 31
GREAT ARMOR	Lv. 35	ZOMBIE	Lv. 42
HARPY	Lv. 32	WIGHT	Lv. 35

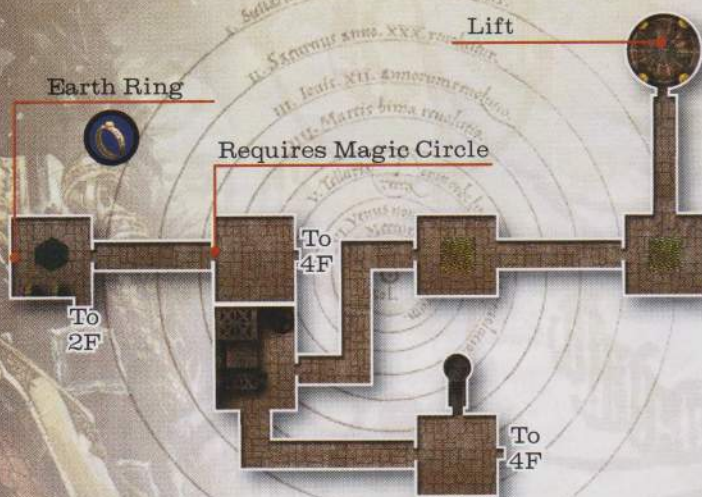
THE MAPS



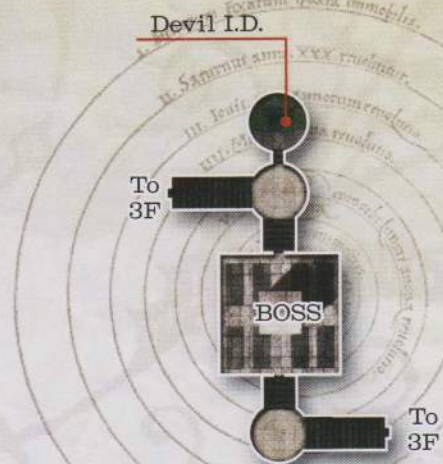
ENEOMAS MACHINE TOWER 1F



ENEOMAS MACHINE TOWER 2F



ENEOMAS MACHINE TOWER 3F



ENEOMAS MACHINE TOWER 4F

TOWER'S ENTRANCE

A few Sniper Orcs are scattered in the far corner of the first room. Hunt them down with your new I.D and eliminate them. Eventually Vas-sago will join the Orcs in harassing you. Quick Step the green arrows and take out the snipers first.



When you enter a large, empty-looking room, it will appear you are at a dead end. However, there is a large lever on the right that will

raise a staircase to a higher platform. The trick is that the stairs will only stay put for a short time. Attack the lever, and use your Time Stop ability to make it to the top of the stairs.



Head up the next long set of stairs that won't collapse. At the top, you will need to fend off two White Gravials.

TOWER FIRST FLOOR

Once inside the Tower, a massive Iron Gladiator will attack. It has a large ball-and-chain arm that it will use to swing at you. It can also shoot the spike ball at you, and it will paralyze if it connects. Attack this hulking figure after you successfully dodge its ball attacks.



Take the exit to the east. Each of the connecting hallways has a group of White Gravials, and the next room will pit you against several Iron Gladiators at the same time. The big guys are not tough to deal with as long as you keep moving to avoid their long attacks. The room



to the north contains a lot of Flame Demons, so be sure to have an aerial I.D to drop them from the sky. Continue west and take down the Flame Demons in this room as well. Note that in the corner is the **Machine Tower Map**.

Use the Save Room on the right, and head straight into the next section with Undead Lords. They sound intimidating, but they are actually basic Skeletons with a bit more armor and a leaping attack. The Red Steel they drop will be a great material to upgrade your weapons and armor.



The last room on this floor is a giant lift that you must operate manually. Defeat the Great Armor in this room, and attack the long gear shaft in the corner repeatedly. You must continue to attack this pillar continuously, or the platform will slow down and start to descend.

IRON GLADIATOR

NO.	LEVEL	HP	EXP
74	31	576	264
143	47	944	924

WEAKNESSES: EARTH
TOLERANCE: THUNDER
LIGHT

ITEMS DROPPED:
SOFT LEATHER ARMOR

STEAL:
DAMASCUS STEEL

A DEMON STITCHED TOGETHER FROM THE BODIES OF ROMAN GLADIATORS. ATTACKS BY THROWING AN IRON BALL.

UNDEAD LORD

NO.	LEVEL	HP	EXP
81	33	171	132
102	38	198	173
124	43	232	311

WEAKNESSES: FIRE
TOLERANCE: DARK

ITEMS DROPPED:
RED STEEL

STEAL:
\$100

A TOP-RANKING SKELETON WITH HIGH INTELLIGENCE AND ATTACK POWER. WIELDS A HIGH-SPEED SPIKED MACE.

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TOWER SECOND FLOOR

Exit the elevator into a large room filled with gears. Check the wall on the right side for a large indentation. Attack this section a few times to reveal the **Purity Ring**. This will protect you against poison, and it can be very useful in the upcoming boss fight.



Go outside and several Harpies will swoop in on you. They have a wind attack, but their primary assault comes from sharp talons, especially when they lift you off the ground. Make sure to use a flying Innocent Devil to help deal with these dirty birds.

Lizard Shamans will join the Harpies on this ledge, and you must survive attacks from above and below. Deal with one threat at a time to make this fight more manageable. At the end of this walkway is a Warp Room on the right. Turn left to enter another lift that is filled with Death



Rippers. These are a souped-up version of the Flea Man. They are faster, stronger and more of a pest than before. Their large numbers make it tough to eliminate them without taking damage. If you get overwhelmed, block and counter each one in turn.

HARPY				
NO.	LEVEL	HP	EXP	
78	32	340	292	
137	46	530	904	

WEAKNESSES:
WIND

TOLERANCE:

ITEMS DROPPED

RED STEEL

STEAL

ORICHALCUM

AN AIRBORNE MONSTER WITH A WOMAN'S TORSO. ATTACKS WITH VACUUM POCKETS THAT SHRED AIR AND FLESH ALIKE.

DEATH RIPPER				
NO.	LEVEL	HP	EXP	
67	29	7	2	
110	40	9	4	
154	75	23	13	

WEAKNESSES:

TOLERANCE:

ITEMS DROPPED

ICE CREAM

STEAL

\$100

WIELDS TWO HUGE BLADES, WHICH IT USES IN A VICIOUS SLIDING ATTACK. ENJOYS RIPPING HUMAN FLESH APART.

TOWER THIRD FLOOR

The first room of this floor is a tough battle of Executioners and Harpies. Fight the big guys up close while you Quick Step their mace-like weapons. Ignore the flyers initially, until the Executioners fall.



Your next battle is strictly with Executioners, but their big size makes it easy to hit several of them at a time. A good ranged attack is the way to go in this fight.





Dead Fencers haunt the next hallway. Their dash and uppercut attacks are hard to avoid in a group. Block these attacks, and pursue them until they are gone for good. Exit through the doorway at the end of the hall.

This is a loud room filled with gears. There seems to be no place to go, so you must make your own exit. Walk around the large machinery to the left, and jump up the platforms to reach the top.

Attack the clatter gear mechanism that is giving off sparks, and watch the chain reaction.

This simple maneuver will create a hole in the southern wall. Jump down, and walk through your hand-crafted exit.

The following hallway has numerous Dead Barons. Like their brethren, they are quick and aggressive. Also, they can take a lot of damage for not wearing any armor. Be sure to deal with them one at a time. Use the Save Room and prepare for a boss fight. Head up the stairs to the next floor.



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NO.	LEVEL	HP	EXP
96	37	4250	1730

WEAKNESSES:

THUNDER, DARK

ITEMS DROPPED:

--

TOLERANCE:

EARTH, LIGHT

STEAL:IMMORTAL
FRAGMENT

It appears this character is more than a harmless observer, as he initially stated. He is equipped with a thin, fast blade, and to make matters worse, he can teleport and attack from any direction. Lock onto him, and Quick Step to dodge his attacks, or simply block, since his strikes usually come in pairs. Once you learn the timing of his attacks, you will be able to Perfect Guard his thrusts, but many of them are very fast, and it's a lot safer to block.



His most lethal strike is an overhead attack that will poison you if you get hit. This attack and its effect may not worry you now, but he has a trick up his sleeve that can make his poison strike lethal.

After the fight has raged on for a while, he will fly up in the air and declare, "Oh Time, advance!" When he does this, he will increase the flow of time. This doesn't make him faster, but if you are poisoned, it will increase the poison's effect, since the damage is based on a regular interval of time. If you have not gotten the Purity Ring, you must



uncurse yourself with a Serum or magic ability! As he continues to perform this spell, time will move even faster, and if you remain poisoned, you are a walking dead man.

The other thing you will need to contend with during this time dilation is the thorny vines that appear. Dodge these vines and his attacks until he drops his guard, then let him have it.



If you run out of curse for your toxic state, you could also use your Time Stop ability to return the flow of time to normal. Also, you can try to use this ability to counter his timing stopping command, "You Can't Move." If you time this right, you will be able to cancel his command and even get the chance to steal from him.

He has a long enough pause after a series of attacks for you to land a decent combo. Don't get greedy, just block his attacks and counter to make quick work of him. Once his life is drained, the fight is not over, as he reverses time and his health bar is refilled. In this second stage of the fight, he pulls a pistol on you. Dodge this attack, and retaliate to finish him off once and for all.



When the battle is won, go into the next room, and claim your new Devil Type I.D.

Innocent Devils

ATK: 20 | MAG: 15
DEF: 15 | AGL: 20

HP: 120

STATUS ENHANCEMENT

STR + 4 / CON + 2 / LCK + 1

INITIAL ABILITIES

MAGIC CIRCLE • Transforms into a Magic Circle along with Hector. Invincible while transformed.



These I.D.s are incredible quick and agile. They take a lot of Evo Crystals to level up, but they can become one of the most power I.D.s in the game. They also have the innate ability Magic Circle that can allow you to pass under barriers and even make you invincible.

To try out your new buddy, go out the door and head down the stairs to the third floor...

TOWER THIRD & SECOND FLOORS

Necromancers fill this room, and these are serious spellcasters to contend with. Don't give them a moment to weave their magic... get in close and stop them quickly.



In the back corner of the room is an area you can slide under. Use the Magic Circle ability to enter the next room full of more Necromancers and a precious **Earth Ring**. Grab the gift and head down stairs.

On the second floor, defeat the Dead Barons, and use the Magic Circle ability to travel east. Fight past more Barons and Necromancers in the next few rooms, and use the Magic Circle ability to go south. A lone Zombie and more magic-users will accost you. Slide under one more passageway to the last room of the level that holds a few more Necromancers and a Wight. The Wights have dual mace-like weapons and are fond of spinning at you like a top. Don't try to block this attack; be sure to Quick Step it instead.

When the monsters are defeated, grab the **Sacrifice Brooch** in the corner. This will allow you to transfer all damage you would receive to your I.D. When you are done with this room, the level should be 100% complete. Head into the Warp Device, and go back to Cordova Town.

NECROMANCER

NO.	LEVEL	HP	EXP
77	31	245	114
87	35	272	146

WEAKNESSES: EARTH **TOLERANCE:** FIRE

ITEMS DROPPED

RED STEEL	SPIRIT OF FUJI	\$100

AN EVIL MAGIC USER WHO MADE A DEAL WITH THE DEVIL, ALLOWING HIM TO SUMMON MONSTERS ONE AFTER ANOTHER.

WIGHT

NO.	LEVEL	HP	EXP
84	35	228	139
92	36	234	148

WEAKNESSES: LIGHT **TOLERANCE:** DARK

ITEMS DROPPED

\$100

A PERVERSION OF A VASSAGO. ATTACKS BY SWINGING THE TWO SPIKED MACES HANGING FROM EACH HAND.

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CHAPTER EIGHT

AIOLON RUINS

THE ENEMIES

BONE SOLDIER	Lv. 18	WIGHT	Lv. 35
UNDEAD LORD	Lv. 33	FLAME DEMON	Lv. 38
NECROMANCER	Lv. 35	FISHMAN	Lv. 35
ZOMBIE ASSASSIN	Lv. 34	SLOGRA	Lv. 37
JIN	Lv. 36	GREAT ARMOR	Lv. 35
THUNDER DEMON	Lv. 38	WHITE DRAGON	Lv. 38
ARMORED SPRINTER	Lv. 33	GAIBON	Lv. 34
RAPID SNIPER	Lv. 31	SPIRIT	Lv. 32
VASSAGO	Lv. ?	TREVOR	Lv. 40
SKELETON TROOPER	Lv. 35		

THE MAPS

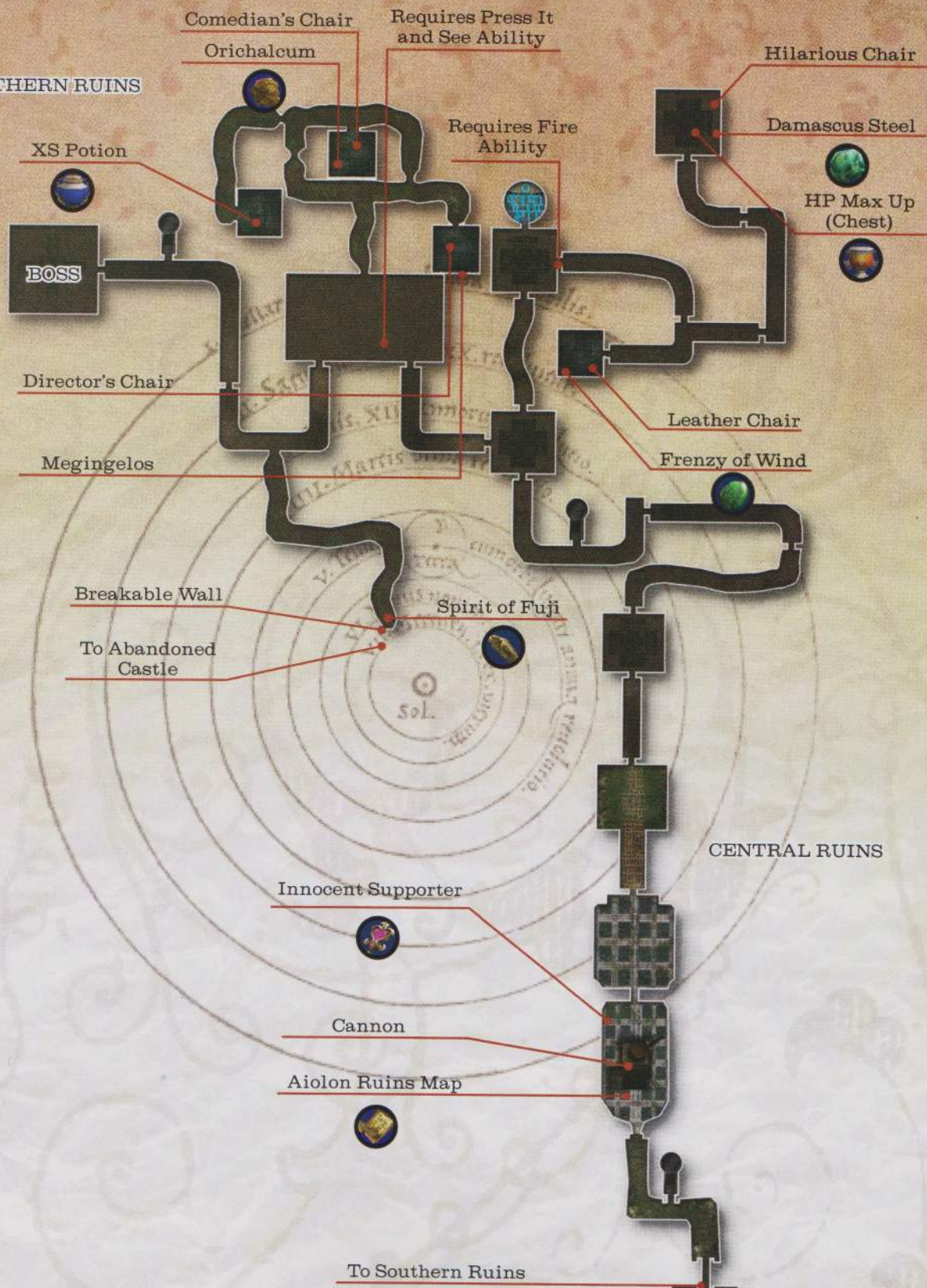
To Central Ruins

To Cordova Town

START

AIOLON RUINS : SOUTHERN RUINS

NORTHERN RUINS



AIOLON RUINS : CENTRAL & NORTHERN RUINS

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CORDOVA TOWN

Exit the Warp Room, and go left. You will recall there is an iron gate that you could not pass earlier. Use the Magic Circle ability to slide under the gate, and open the chest to receive **Damascus Steel**. Head down the steps to the Aiolon Ruins.

SOUTHERN RUINS

The first two outdoor areas are filled with Bone Soldiers and Undead Lords. These are grunt-level enemies for you now, and will serve mainly to build up your Devil I.D.

Once you enter the first room, several Necromancers and more Undead Lords will team up. This is an easy fight, if you remove the spellcasters first. When they are defeated, enter the hallway with the same match up.





JIN



NO.	LEVEL	HP	EXP
93	36	820	254
132	45	1100	595

WEAKNESSES: WIND LIGHT

ITEMS DROPPED: MIDAS' GOLD

STEAL: FRENZY OF GOLD

A MONSTER BORN OF WIND, HIDDEN INSIDE A RAPIDLY SPINNING WHIRLWIND. ATTACKS WITH BLADES OF AIR.

Assassin Zombies join the Undead Lords to challenge you in the next several areas. Mop up the Lords first, and then deal with the tunneling Assassins once the coast is clear. Use a long combo attack on the Assassins to keep them from going underground.

Continue north until your path is barred and several Jin materialize. These are wind-type spellcasters, and if you have the Wind Ring equipped, they will be a lot less damaging. As you



would expect, they have several wind-type projectiles to battle you at a distance. However, they are very tough up close, and will swing at you several times in succession. Wait for their attack string to run its course and then combo them.

The Jin team up with Thunder Demons in the next room. Focus your initial attack on the Jin to remove the ground threat, then summon a flying I.D. to help battle the aerial Demons. The best time to attack them is when they are summoning a lighting storm or after they try to swoop in on you. At both points, they will be momentarily defenseless.

Head west, and a new and beautiful canine will pounce on you. These pretty white pups, Armored Sprinters, travel in packs. They will coordinate their efforts to some extent by circling you and attacking from all directions. They also have an ultrasonic bark that you will need to dodge. And make these next couple of encounters more difficult, they are assisted with air support of the Thunder Demons.



ARMORED SPRINTER



NO.	LEVEL	HP	EXP
80	33	369	188
127	44	514	498

WEAKNESSES: THUNDER

TOLERANCE: EARTH

ITEMS DROPPED: RED STEEL, STUN RESIST RING

STEAL: \$100

A POWERED-UP WOLF-LIKE MONSTER. WEARS SPIKED ARMOR AND FIRES ULTRASONIC BLASTS FROM ITS MOUTH.



The final room of this region has a Rapid Sniper. This is an archer-type enemy with a machine gun-like weapon that can fire projectiles at a very fast rate.



CENTRAL RUINS

Enter the Save Room on the right, and be sure to save your game. The next series of battles are very tough, and you might not survive.

The next area is an open space, and you will get to use the cannon once again. Charge to the top of the stairs, and take over the large gun. Shoot out the turrets on the upper sections of the wall, but don't discount the Vassago that are swarming around. You've got to shoot these foes, or they will wear down and destroy your weapon.



If you can retain your gun, turn it on the barricade in front of the door. Once this is gone, your real target is the Skeleton Troopers that will run wild in this area. These mounted enemies are tough, and they have the annoying habit of running around at high speed, making it difficult to zone in on them. They will dart at you very quickly, but they will continue to run in a circle around you. If you are patient, you can attack them as they pass by, or simply wait for them to get tired. If you only manage to throw the rider off, you will still have to deal with their sprinting mount. The real reason you want to keep this cannon intact is that to the left of the barricade is a small breakable section of wall. Shoot this with your big gun and you will find the **Innocent Supporter**. This great find will lower the amount of hearts your I.D. uses when it performs a special move. Be sure to grab the **Afolon Ruins Map** before you leave this area.



RAPID SNIPER

NO.	LEVEL	HP	EXP
73	31	169	96
108	40	221	178

WEAKNESSES:		TOLERANCE:	
THUNDER		ICE	
EARTH			

ITEMS DROPPED		STEAL
CERAMICS	PORK BOWL	\$100

A TOP-RANKED ORC. EMPLOYS A RAPID FIRING BLOWGUN TO MOW DOWN FOES. PIN-CUSHIONS ANYTHING WITHIN RANGE.

The next several rooms contain more Skeleton Troopers and Undead Lords. The latter is just fodder for your I.D., but the numerous Troopers can be a serious problem. If you have ice attacks, exploit their weakness, otherwise dodge to the side, and let them circle around you while you catch your breath.

The last area will begin to slope upward, and it is filled with Wights and Flame Demons. The Wights still have that nasty dual-spinning mace attack, but the Flame Demons are your chief concern. Clear the skies as much as possible, and then deal with the ground dwellers.



Run through the U-shaped hallway, taking out the Flame Demons. At the end of this corridor, you will face a large group of Fishmen. These are the fire-breathing type, but with your Boiling Ring, these and the Flame Demons don't pose a large threat. Follow this path down to the bottom, and use the Save Room on the right.

SKELETON TROOPER

NO.	LEVEL	HP	EXP
91	35	640	233

WEAKNESSES:		TOLERANCE:	
ICE		FIRE	

ITEMS DROPPED		STEAL
CERAMICS		\$200

A SKELETON KNIGHT ATOP A HEAVILY ARMORED DRAGON. INCREASED WEIGHT CAUSES LITTLE LOSS OF MOBILITY.



NORTHERN RUINS

A Slogra and several Wights await you in the first room. Dispatch them quickly, and continue straight through to the exit. A group of Great Armors fills the next room. Attack these foes from the back to avoid their shields. If you use the door to the north, you can enter a Warp Room. However, your target is the strange, vine-covered door to the east. Use a fire attack from your Mage or Bird Type I.D. to burn through the living barricade. A door will be revealed behind the trellis, and you can now enter the eastern section of this region.



The halls are filled with more Great Armors. At the split in the road, take the right fork to enter a room with a **Leather Chair** and **Frenzy of Wind**.



Take the other path that leads to a room with several goodies. In here you will find **Damascus Steel**, a chest with an **HP Max Up**, and a **Hilarious Chair**.

Return back to the first room of the Northern Ruins, and take the western exit this time. The next corri-

dor is loaded with White Dragons. You can jump up to fight these foes, or simply run past them if you wish. Half way through the hallway is a small button on the top of the wall. If you have a Fairy with the Press It and See ability, it will automatically press the button, revealing a new area to the north.

These halls are filled with Spirits that are great for leveling your I.D. Take the path to the right, and enter a room that will contain the **Director's Chair** and the **Megin-gelos**. When this magical band is equipped, the lower you are on HP, the more damage you will do.



Head back out to the hallway, and take the first exit on the right. The top part of this road will lead to a doorway on your right, with a room that contains the **Comedian's Chair** and **Orichalcum**. This metal is very tough to get, so be sure to use it wisely when making items.



Go back out and head west to the last room. What, no chair! I guess you'll have to settle for an **XS Potion**. This is a very powerful brew that will recover all of your hit points. When you are done with this rewarding detour, continue back on your previous course, fighting Fishmen, and use the door on your right. This corridor has a few Goblins, but they are spaced out one at a time, so this should not be a tough fight.



At the end of the road is a chest with a **Spirit of Fuji**. There is also a breakable wall just behind the chest.

Going through this doorway will take you to the outside area of the Abandoned Castle.

To finish this level, backtrack and head west to the Save Room on the right. A tough Boss fight awaits you, so you may want to first warp back to Julia's Shop to purchase a few items. Additionally, upon entering the next room, you'll find yourself teleported to a new location. Be sure you are finished exploring the Ruins before entering the final room...



ABANDONED CASTLE

When you enter the next room, a cinema will play that will trigger events that will teleport you back to the Abandoned Castle. Climb up the dilapidated, red-carpeted staircase to the fourth floor. Enter the boss room where you fought the very first boss, and use the staircase on the left to ascend to the fifth floor.



ABANDONED CASTLE 3F



ABANDONED CASTLE 4F





NO.	LEVEL	HP	EXP
112	40	4700	2220

WEAKNESSES:

DARK

ITEMS DROPPED:

TOLERANCE:

LIGHT

STEAL:

CURRY

This time your fight with the famous Belmont is for real. You must win this battle to proceed to the next level. Trevor has a lot of the same moves as before, but many of them take on new aspects. For example, he still has his glowing green whip attacks, but he also has a torpedo-type move where he will dive at you while spinning his whip. Don't try to block this drilling maneuver; simply side step it instead.



You can still Perfect Guard his regular whip attacks, but the timing is a lot more deceiving this time around. Note that a regular block is not enough to prevent you from taking damage. Fortunately, his whip pattern is the same each time, so you can learn when to attempt to block and counter. The other option is simply to Quick Step until he is done attacking and then retaliate.

His flaming charge move now has two parts. In other words, he will perform two dashes in a row. Quick Step out of the way, and then perform another one to the side so his move does not track you. He will also be open to attack after performing this move.



His longest attack is his melee combo that ends with a series of kicks and one last dashing kick. This can be tricky to block, so dodge the entire time and fight back when he is tired.

Be very careful when he summons his holy strength and has a yellow glow. In this state, he's a lot more powerful. Your best bet is to avoid him and attack only when you are sure to score a hit.



The key to this fight is to dodge and counter. Dodge his attacks, and use the slight pause after his attacks to combo him. The best I.D. choice would be any of the fliers, since he has such powerful ground attacks. Trevor does a good amount of damage, but if you keep your head and don't take too many chances, you can show him the true power of a Devil Forgemaster. When the battle is won, you will enter the Infinite Corridor.



Characters

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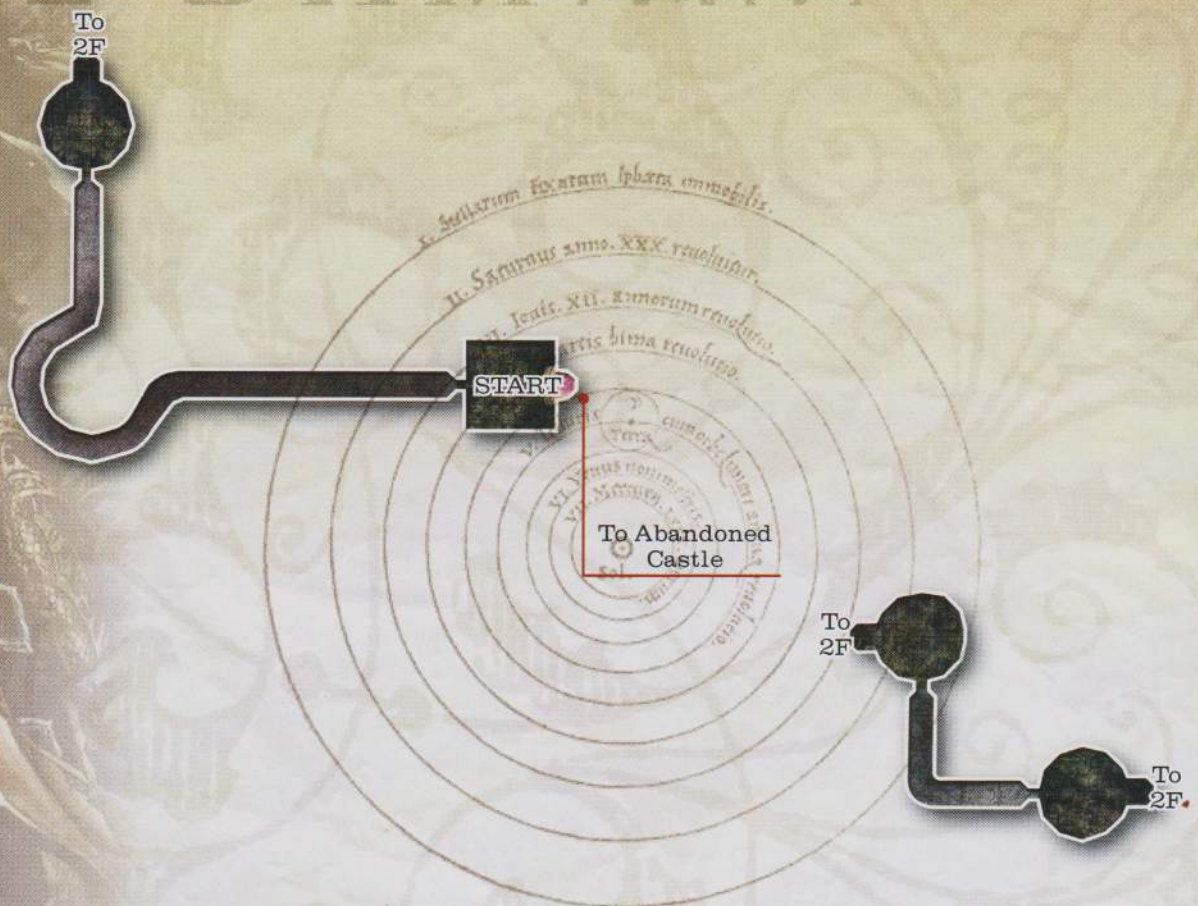
CHAPTER NINE

INFINITE CORRIDOR

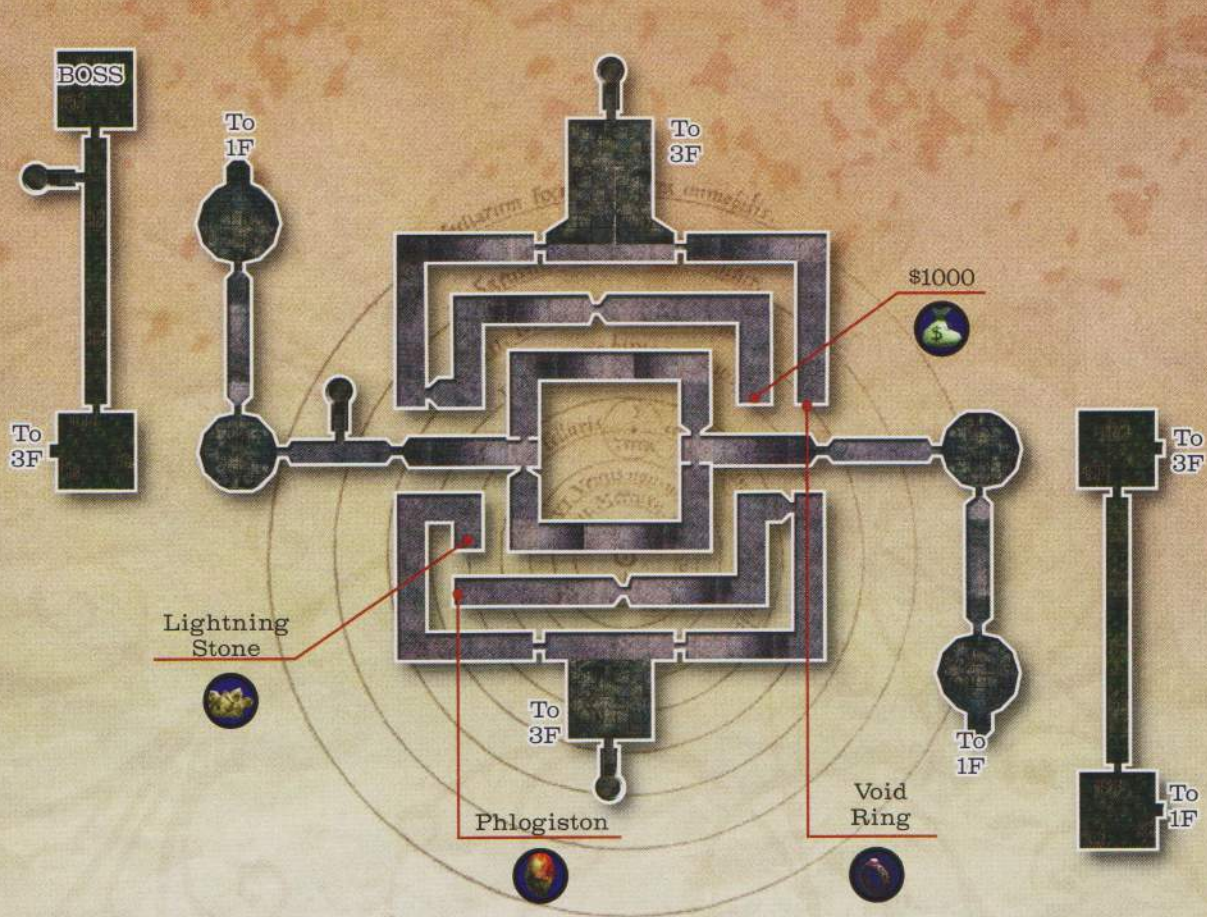
THE ENEMIES

SPIRIT	Lv. 32	WIGHT	Lv. 36
FINAL GUARD	Lv. 42	THUNDER DRAGON	Lv. 40
UNDEAD LORD	Lv. 38	GI-LEE	Lv. 31
BLAZE PHANTOM	Lv. 39	UNDEAD LORD	Lv. 43
BONE SOLDIER	Lv. 38	BONE SOLDIER	Lv. ??
UNICORN	Lv. 39	AMDUSCIAS	Lv. 39
WHITE DRAGON	Lv. 38	SPECTRAL SWORD	Lv. 47
ECTOPLASM	Lv. 37	DULLAHAN	Lv. 49

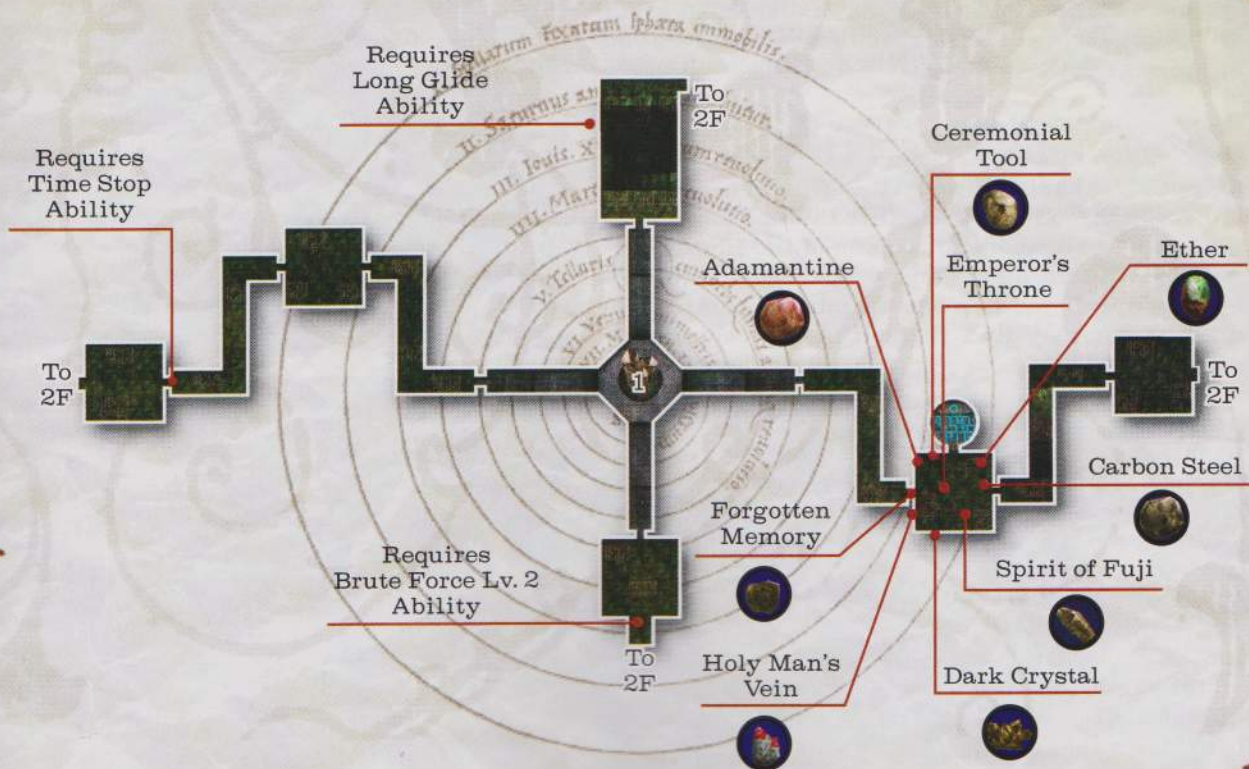
THE MAPS



INFINITE CORRIDOR 1F



INFINITE CORRIDOR 2F



INFINITE CORRIDOR 3F



FIRST FLOOR

The first floor acts as a connector to the other levels. The long road leading up this ramp is filled with Spirits. These are not tough enemies to deal with, but they are very plentiful. Use a lower level I.D. to power it up on these long strolls.



Enter the room at the top of the incline, and you will meet the Final Guards. Not only do these enemies block, they have a protective green armor spell.



You must wait for this aura to wear off and then attack them after they strike. If you are low on funds, try stealing from them to net \$500 at each pop.

FINAL GUARD

NO.	LEVEL	HP	EXP
114	42	700	582
150	75	1610	1338

WEAKNESSES:

THUNDER

TOLERANCE:

WIND

ITEMS DROPPED

ADAMANTINE HIGH POTION

STEAL

\$500

INCREDIBLY TOUGH ARMOR HOLDING DEFENSIVE POSITIONS. BREAKING THROUGH ITS LINE OF DEFENSE IS VERY HARD.

SECOND FLOOR

A pair of Final Guards and several Spirits will bar your way in this short corridor. Just keep swinging and eventually you will drop them all. A slew of Undead Lords and Spirits await you in the next room. These should not present much of a challenge, but their experience and Evo Crystals are valuable to you rInnocent Devils.

Head east and use the Save Room on the left before proceeding any further. This next corridor connects to two doors that loop around the center. These routes are very long, and they are filled with Blaze Phantoms. These blue-colored cousins of the Blaze Skeletons can take a lot of damage, and they move very quickly. When you trip one up, pursue it until it is dead, or you may find yourself quickly outmaneuvered by this horde.

Travel east out of the center loop, and in the next two rooms, you will encounter Unicorns. These upright versions of the fabled beasts carry a large book that can be used to cast spells or attack you with knife-like pages. When all the enemies are defeated, head back down to the first floor.



BLAZE PHANTOM

NO.	LEVEL	HP	EXP
104	39	682	317
126	44	795	609

WEAKNESSES:

FIRE

LIGHT/DARK

TOLERANCE:

DARK

ITEMS DROPPED

PUNCH RINGS

STEAL

DARK MATTER

AN ELITE SKELETON BLAZE. USES ITS IMPRESSIVE SPEED TO AVOID DAMAGE WHEN ATTACKED.

UNICORN

NO.	LEVEL	HP	EXP
114	42	700	288
150	75	1610	1338

WEAKNESSES:

EARTH

LIGHT

TOLERANCE:

EARTH

LIGHT

ITEMS DROPPED

FORGOTTEN MEMORY BEELZEBUB'S SEAL

STEAL

\$200

A HORNED MONSTER THAT CAN CONTROL PAPER. USES A SELECTION OF PAPERS FOR VARIOUS ATTACKS.

FIRST FLOOR

A White Dragon in each corner joins more Unicorns. Defeat one of the dragons, and use that corner as your safe spot to destroy the Unicorns. After a short jaunt through another outdoor walkway, you will face the same enemy set-up. This should be a familiar fight, and as long as you don't get double-teamed by spells and fireballs, you will be fine.

SECOND FLOOR

This isn't the second floor you are used to. The walls are partially destroyed, revealing the emptiness of this dimension. Also, the floors are a bright green, and are lined with strange patterns. They don't call this the Infinite Corridor for nothing! Work your way straight up, defeating the Ectoplasm in your path. Enter the next room, and climb the steps to the third floor.

THIRD FLOOR

Wight and more Ectoplasm haunt this room. This match-up is not tough, as long as you don't bump into the Ectoplasm and become cursed. If you do, be sure to cure yourself instantly. Race through the next hallway filled with Thunder Dragons, and enter the door on the bottom of the slope.

This next room has a mysterious chair in the center, and this time, the high back emerald seat is not just for fun. Have



a seat in **Emperor's Throne**, and you will be lifted to a platform above that is loaded with goodies. In the locked chests on this level, you will find many valuable items, including the **Dark Crystal**, **Spirit of Fuji**, **Carbon Steel**, **Ether**, **Ceremonial Tool**, **Adamantine**, **Forgotten Memory** and **Holy Man's Vein**.

When you are done collecting all the materials, there is a Warp Room to the north you can use, but continue to explore the level using the western door. Follow this corridor to the next area that has a huge crystal in the center (1). This is essentially a four-way intersection, but take the detour to the north first. (OVER)



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This will appear to be a room with a narrow ledge and a sunken floor. If you do go down below, you can fight Gi-Lee. This is an advanced form of a Thief. Gi-Lee is not a dangerous foe, but its rear gas cloud attack can leave you paralyzed and susceptible to getting hit by the Ectoplasm circling around you.

You will quickly guess that the object of this area is not to descend into the pit below, but to reach the other narrow ledge on the opposite side. This requires the Long Glide ability, and if you have it, fly across to the other side and go back down to the second floor.



GI-LEE

NO.	LEVEL	HP	EXP
76	31	284	126

WEAKNESSES: | TOLERANCE:

EARTH



ITEMS DROPPED

STEAL



\$1

A QUICK-FINGERED MONSTER. CUNNING AND SWIFT. IT ONLY STEALS RARE ITEMS.



SECOND FLOOR

You will emerge in an open area that is filled with Blaze Phantoms. There are a ton of these things in this open space, so use one of your best I.D., like a Battle Type, to deal out some serious damage. Also, keep in mind that there is a Save Room to the right that you may need to restore your health. When the long and difficult battle is won, go out the eastern doorway.



You'll come to a short, L-shaped piece of road that stops at a dead end that contains the

Void Ring. This is a great tool that gives protection from dark attacks. You must defeat all the enemies in this section to lower the bars back to the big open area.

Go back to the open battlegrounds, and take the exit on the opposite side. The first segment will match you up against Gi-Lees and Ectoplasms. Make quick work of them, and fight through the next two sections filled with Blaze Phantoms. At the end of the road is a green bag worth \$1,000. Note the wall markings: If you have the Decipher ability, grab the cash and go back upstairs to area 1.



THIRD FLOOR

From area 1, head south to the next room that also contains a puzzle of sort. Like the room on the opposite end, this one also requires a special ability of one of your Innocent Devils. In this case, you will need a Battle Type I.D. with the Brute Force L2 ability in order to open the huge metal doors.



SECOND FLOOR

Like the previous sections, this has a wide-open battleground, but this time, it is loaded with Bone Soldiers and Undead Lords. These are not as tough as the Blaze Phantoms on the other side, but they are rather numerous.

Use the exit to the left that leads west to explore this area. The walls are lined with Thunder Dragons, and at the end of the path, is your prize, the **Lightning Stone**. Grab this precious collectible, and do back through the exit on the other side of the open area.



A whole graveyard filled with Undead Lords swarm the first hallway. Dispatch them, and take on the Ectoplasm and the Amduscias. These advanced forms of Unicorns have the same type of lunging attack, but their spell creates a whirlwind of pages that can damage you.

Use the same strategy on these foes as you would on other spellcasters: Get in close and attack!

The final segment of the hallway holds a **Phlogiston** that is a very rare find! For the last time, go back to area 1, and take the western exit.

NO.	LEVEL	HP	EXP
106	39	423	298
129	44	493	572

WEAKNESSES:
 FIRE
 LIGHT

TOLERANCE:
 EARTH
 LIGHT

ITEMS DROPPED

 FORGOTTEN
MEMORY

ANGEL
HALO

STEAL

 \$200

A HORSE-LIKE MONSTER KNOWN AS THE ARTIST OF HELL. ATTACKS USING A BIZARRE TORNADO OF RIPPED OUT BOOK PAGES.

THIRD FLOOR

From area 1, head straight west into a hallway filled with Spectral Swords and Ectoplasm. The next room is a unique puzzle, where you face a breakable wall that keeps replenishing. Each time you hit these breakable boulders, more drop down in their place. The method to get past this trap is to use your Mage Type I.D. with the Time Stop ability to halt time and prevent new rocks from appearing.

Run through the next hall of Thunder Dragons and Spectral Swords. At the bottom of the long slope, enter the room on the right. Defeat the Ectoplasms and Spectral Swords to drop the barriers and head back downstairs.

SECOND FLOOR

Defeat the sole Ectoplasm, and run through the hallway filled with Thunder Dragons and Final Guards. You must defeat the guards to enter the room to the north. Save your game in the room on the right and prepare for a boss fight.



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NO.	LEVEL	HP	EXP
145	40	7875	4590

WEAKNESSES:
EARTH / LIGHT
ITEMS DROPPED:

TOLERANCE:
--
STEAL:
PURPLE
GLITTER



This headless warrior is equipped with a large cursed sword and shield. Fortunately each successful hit does not curse you, but it does have two power attacks that can. If you have the Curse Sealing Ring now would be a good time to equip it! Both of these power moves are telegraphed very well so you should see these two attacks from a mile away. When you notice its sword glowing blue, he will shoot a narrow beam of blue light from his blade and spin around. Jump over this attack or simply Quick Step right through it. Its other cursed attack is preceded by a maneuver where it will thrust its sword into the ground. This attack will result in a large blue cone that surrounds the Boss. When you notice it lean back to thrust its sword down, run out of the range of this attack's big damage radius.



As you can probably guess from looking at it, this Boss's main form of attack is with its sword. It will usually perform multiple strikes in a row, which can break through your block. You can Perfect Guard these attacks but you won't gain much time to retaliate.



After several swipes with its sword it will dash at you. Dodge this attack and be sure to take advantage of the time it takes the Boss to right itself by attacking with a quick combo.

The only other move you must be cautious of is when it leaps in the air and comes crashing straight down. This attack creates a huge shock wave that can damage you or your I.D.s. However, this is also the only time to steal from this Boss.

To defeat this undead Boss, try a flying Innocent Devils to chip away at it. They only time they can be seriously damaged is during one of the Boss's power moves. Since these attacks are telegraphed so well you can even put your I.D. away to protect it. Its sword attacks are too quick to counter so wait for the pause it has after the dash move and power attacks to launch your combos.



CHAPTER TEN

DRACULA'S CASTLE

THE ENEMIES

SLOGRA	Lv. 45	EFREET	Lv. 45
GAIBON	Lv. 45	JIN	Lv. 45
RAPID SNIPER	Lv. 40	ZOMBIE	Lv. 42
RED OGRE	Lv. 48	GHOUL	Lv. 42
SPIRIT	Lv. 32	ASSASSIN ZOMBIE	Lv. 42
FROST DEMON	Lv. 43	CYCLOPS	Lv. 47
ARMORED SPRINTER	Lv. 44	RED OGRE	Lv. 48
FINAL GUARD	Lv. 42	DEATH RIPPER	Lv. 40
UNDEAD LORD	Lv. 43	HARPY	Lv. 46
WHITE DRAGON	Lv. 38	AMDUSCIAS	Lv. 44
FROST DRAGON	Lv. 39	IRON GLADIATOR	Lv. 47
EXECUTIONER	Lv. 47	THIEF	Lv. 32
VASSAGO	Lv. 41		
SKELETON	Lv. 38		
FLEA MAN	Lv. 40		

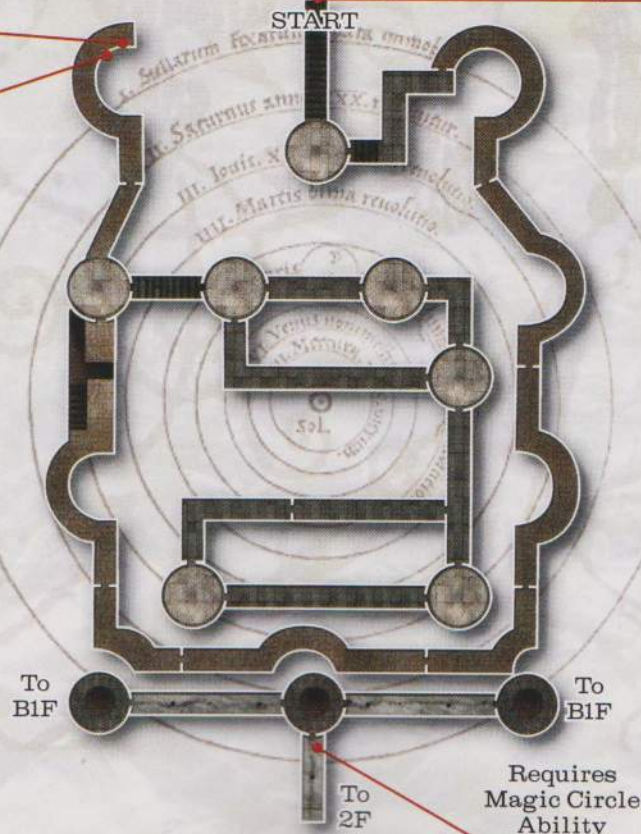
THE MAPS

Highbrow
Chair

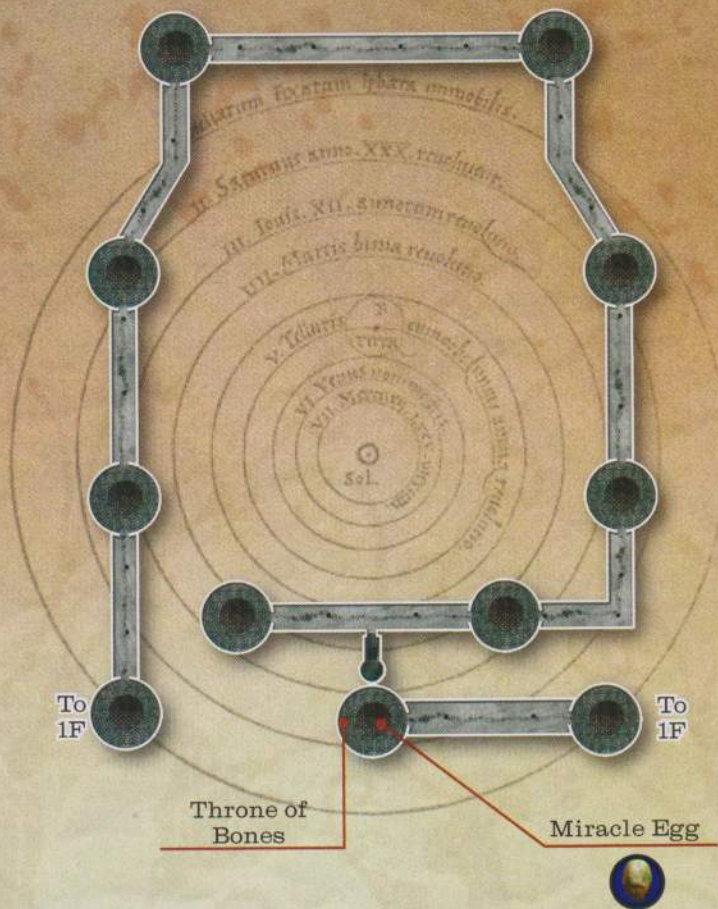
Medusa
Ring



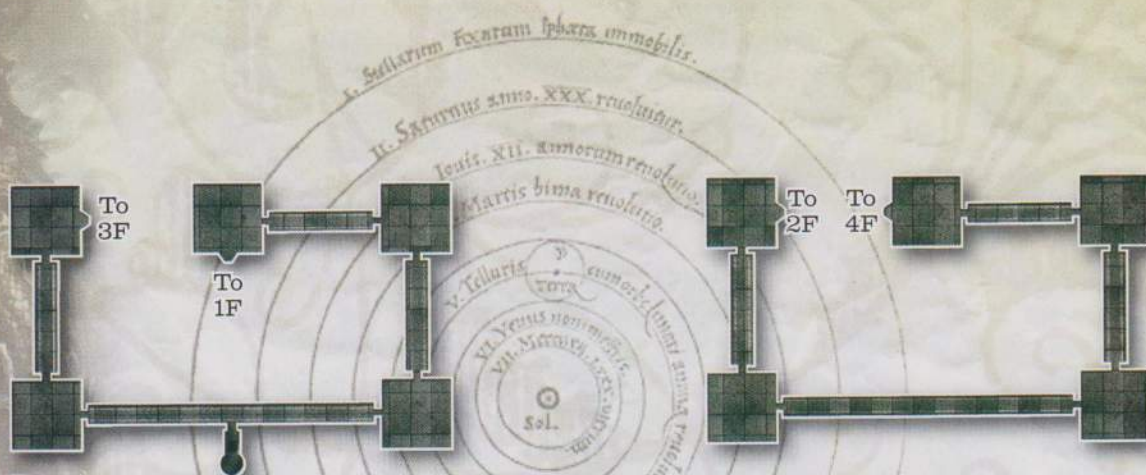
To Mortvia
Aqueduct



DRACULA'S CASTLE 1F

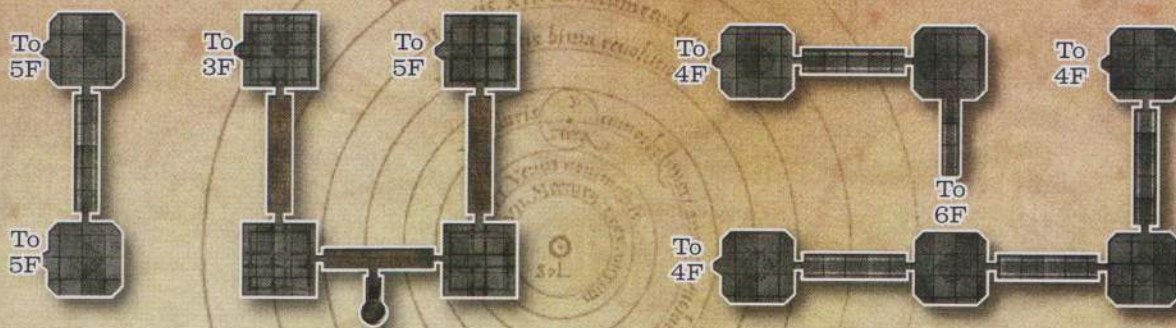


DRACULA'S CASTLE B1F



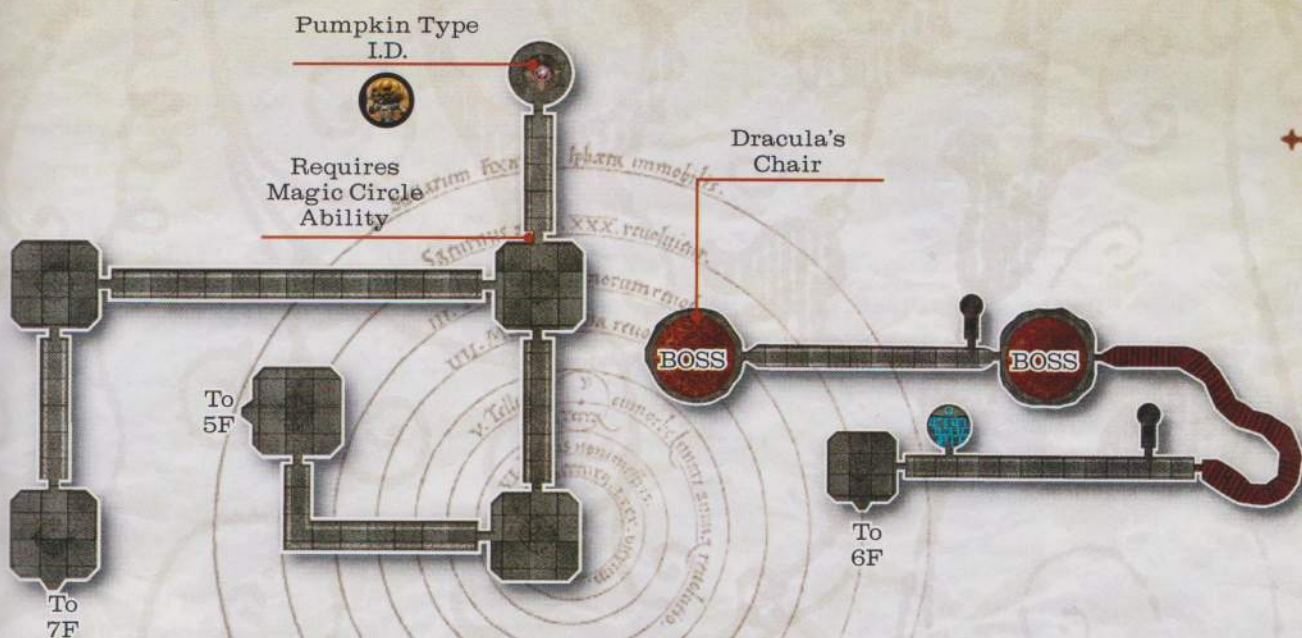
DRACULA'S CASTLE 2F

DRACULA'S CASTLE 3F



DRACULA'S CASTLE 4F

DRACULA'S CASTLE 5F



DRACULA'S CASTLE 6F

DRACULA'S CASTLE 7F

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MORTVIA AQUEDUCT

After the last cinema plays, you will be transported to the Mortvia Aqueduct. The powerful magic that has revealed Dracula's Castle has drained the water out of many parts of the other levels. Also, at this stage of the game, your leveled-up Innocent Devils should have had a chance to obtain all the abilities they would need to access the previously unreachable areas. With these two key factors in place, you can now complete all the other areas in the game. See the following wrap-up chapter "100% Completion" for details. For now, focus on Dracula and putting an end to the curse.

Use the Glide ability to cross the gap to the entrance of the forest. Grab the High Potion on this ledge and Glide back. With the water level lowered, you can now

cross the bridge that extends from the right staircase. A huge iron door prevents your entrance. Use your Battle Type I.D. with its Brute Force ability to gain entrance into the dark domain.



FIRST FLOOR - OUTER WALLS

The first room and connecting hallway have a Slogra guarding them. This is just a little warm up exercise, as there is only one. However, the level of this and all other monsters in the castle are a lot higher. Don't cut these foes any slack; combo them quickly and drop them to the ground.

Work your way south, and several more Slogra will attack you. They are not alone this time, as Gaibons will join them. Take out the ground threat first, since the Slogra have very long range.

When you reach the southern part of the wall, a pair of Rapid Snipers will open fire. Quick Step their shots, and get in close to eliminate them.



Then next area has a trio of Red Ogres. They are tough monsters to take down, so consider using a Battle I.D. to match their physical force. Also, don't run too far into the room to attract the attention of the whole group. Try to pull them away one at a time.

As you head north, you will face several Spirits and a break in your path. To complicate things, Rapid Snipers are on the other side of the ledge. Use the Glide ability to cross the gap, and eliminate these Orcs. Drop down into the pit below, if you want to level up a bit against the Spirits.

The next room offers exits to the north and east. Continue on your current jaunt north to finish the outer walls. At the end of this path are a few Spirits and the **Highbrow Chain**. Go back south, and take the east doorway to enter the interior of the first floor. Smash the wall behind this chair to receive the **Medusa Ring** that will protect you from being turned to stone.



FIRST FLOOR - INTERIOR

Surprisingly the first room is empty. Keep going east, though, and you will find a whole room of Frost Demons. These chilling avianies have an icy breath attack that can be very crippling. The Absolute Zero Ring will offer you a lot of protection from them, but they can still swoop in and attack you. When they dart toward you, dodge out of the way, and let loose with a fierce combo.



FROST DEMON

NO.	LEVEL	HP	EXP
65	28	294	148
99	38	392	273
121	43	458	490

WEAKNESSES: FIRE, WIND
TOLERANCE: ICE

ITEMS DROPPED: ICE CREAM
STEAL: \$100

A FROZEN DEMON WITH TOTAL COMMAND OF COLD. FREEZES ANYTHING IN ITS PATH WITH BLASTS OF ICE.

More Frost Demons and several Spirits occupy the next room. The Spirits aren't a major threat, but be sure to clear them out first to avoid their staggering charge attack. When all the enemies are defeated, be sure to complete the hallway to the west filled with Spirits. When you reach the first room, return to the last spot and use the southern exit.

Travel past the first door on your right, and enter the room straight ahead of you.

Frost Demons and Armored Sprinters occupy this room. Use an airborne Innocent Devil to fight the flyers, while you tackle the pups on the ground. Use the exit to the west, and travel through the long hallway to the last room on this floor.

In the final room, the red gates bar your progress. You must defeat all the Armored Sprinters and Final Guards. Take on the white wolves first, since the Final Guards shielding them will be a lot trickier to deal with. When the dogs are gone, circle around the big knights, and let them have it. Before you descend to the basement, be sure to use the exit to the north to completely finish the last hallways on this floor.



BASEMENT

Enter into the grungy corridors, and use the Save Room on the right. Your first challenge on this floor is a swarm of Undead Lords, but they should be no match for you! Crush them to dust, and enter the next room where several White Dragons accompany them. Take down the wall-mounted dragons, and sweep up the rest of the undead.



Your next challenge is a group of Flame Demons. The Boiling Ring helps a lot on these fiery foes. Attack them when they swoop down close or jump up to do an air combo.

Fight through another room of Undead Lords, and the next challenge will be a room of icy foes, including Frost Demons and Dragons. Keep away from the Dragons while battling the flyers, or simply smash them first to allow you some room to maneuver. If you have a flame attack, use it!

Three hulking Executioners are cramped in the next room. As long as you can avoid their mace-like arm and attack from the rear, they should not be tough.

Defeat the undead in the next room to get to the final room of this floor. This last fight involves both Executioners and Undead Lords. Since the room is filled with enemies, large and small, just keep swinging, and you will hit several at a time. When the floor is won, use the stairs to go to the first floor.



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FIRST FLOOR CONNECTOR

Vassago haunt these hallways. They are not that lethal, but they can pass in and out of the area, making it hard to defeat them. There are no barriers in these sections, so kill as many as you can and continue east. At the next junction, stay on course and exit back down to the basement.

BASEMENT

Flea Men and Skeletons will assault you when you enter this secluded section. They should be a push-over for a devil forgemaster at your level, but be sure to use a lower level Innocent Devil to gain valuable experience.

The goal of this little diversion will be obvious when you enter the next room to collect the **Miracle Egg**. This is a precious material that is very hard to find.

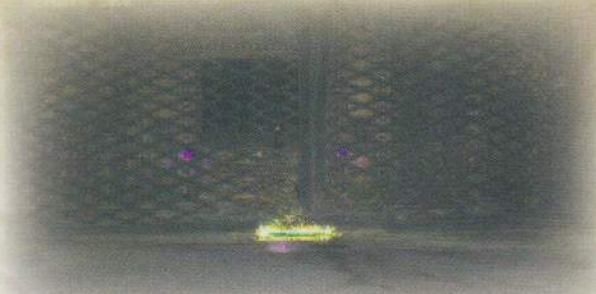


Also, in the corner is another cookie chair, the **Throne of Bones**. Return back upstairs to the first floor connecting hallway, and go south.



FIRST FLOOR CONNECTOR

The southern path ends quickly near a shredded fence. Select your Demon Innocent Devil, and use the Magic Circle ability to slide underneath the fence to go to the second floor.



SECOND FLOOR

Efreet fill this room with their blazing presence. Their fire attacks are their trademark, but don't underestimate their power swinging strikes. These swipes are performed in quick succession, and if you are caught off guard, they are very damaging. Quick Step their assault, and counter from the side or back.

Jin live in the next room, and their sheer number makes this a tough fight. Like the Efreet, their swinging attack is very deadly, especially in large numbers. Space them out a bit, and take them down one at a time.



The only thing that could be worse is fighting both of these enemies together, and that is exactly what you have to do next. Dodge a lot to position yourself out of harm's way, and let loose with a combo. Avoid getting pinned down by several at a time, and you should make it out alive.

Use the Save Room on the right, and enter the next room of vomiting Zombies. These are simple foes at this point, but they yield a lot of experience.

The last room contains tougher undead, Ghouls. Be careful of their deadly hug from the grave and clean this area of their rotted flesh before heading up stairs.

THIRD FLOOR

More Ghouls for you to contend with! Send them back to the grave, and head into the next room, where a veritable bevy of Ghouls stalk -- and they're not alone. Assassin Zombies will make this fight a bit more difficult. Wait for the assassins to emerge from underground, and finish them off before they can burrow back down.



The third room holds a huge Cyclops and more Assassin Zombies. Battle the big brute, but keep an eye out for the tunneling assassins. When one of these pops out, switch your attack toward this foe until it is defeated.

In the fourth room, the match-up is pretty similar to before, except this time you also have to deal with a Red Ogre. Once again, focus on the big guy and be on the look out for the assassins' underground attack where their tunneling emits a red glow. This attack can damage you even though you can't see them.

The final room of this floor is filled with big brutes. You will need to battle Cyclops and Ogres at the same time to lower the barrier and gain access to the fourth floor. Both types of enemies wield large weapons with pretty good range, but you can use a Battle Type I.D. to go toe to toe with these big boys and come out victorious. When the fight is over, head up to the next floor.



FOURTH FLOOR

Death Rippers lurk in this first room, and although they are not very damaging, they can be quite pesky. However, in the following room, you will face a big and tall mismatch of Cyclops and Death Rippers. Ignore the little guys, and take out the Cyclops one at a time. The Death Rippers hop around so fast that they will probably run into your attacks on the big guy.



FIFTH FLOOR

Amduscias are the threat in this first room. Their whirling pages make them tough to attack. Be sure to use a strong Innocent Devil to deal with them, since they can take a fair amount of damage. Wait for the spell to die down and then combo them like crazy.

The next room will throw in a couple of Harpies into the mix. This can be a draining fight! Use you I.D. to cast some of its strongest abilities, and don't take any chances.

The third room hosts the towering Iron Gladiators. These hulking monsters are very strong, so dodge their ball-and-chain attack and counter with your

own. Keep dodging their massive spiked ball and retaliate with a combo of your own.

In the last room of this series are more Cyclops and Harpies. Try to avoid the oversized birds while you remove the Cyclops. The Harpies are quick, and it will take all your attention to eliminate them, so be sure to finish the Cyclops first.

In the final room of this corridor, you must face Harpies as well as the Iron Gladiators. Focus your efforts on each gladiator, and then turn your attention to the horrible hovering birds.



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FOURTH FLOOR

In this small section of the fourth floor, you will battle several Final Guards. Their magical shields can draw this fight out a bit, but keep attacking and they will fall.

The next room has more Final Guards and Rapid Snipers as well. Strafe your way to the back of the room, and drop these archers. Once they are defeated, attack the Final Guards with any piercing attacks you have. When the battle is won, head back up to the fifth floor.



FIFTH FLOOR

Iron Gladiators and Final Guards make this room a cramped combat zone. The Final Guards will need special attention because of their shields, so attack the gladiators first. Dodge their metal ball, and attack the hulking monsters from the rear. When everything is eliminated, go through the next hallway and up to the next floor.



SIXTH FLOOR

Step into the blue light of the healing field and proceed to the next room to fight the Rapid Snipers and Iron Gladiators. Once again, take out the Snipers, but be careful of the paralyzing ball of the gladiators.

The next room only has two enemies. However, in the rear of the room is a broken section of wall that can lead to another area. Use the Magic Circle ability to slide under the hole in the wall.



Just ahead is a familiar green door that can only mean a new Innocent Devil. However, this one is special. In order to awaken this I.D. you've got to have a hold of the Pumpkin Mace. To make this weapon, you will need several materials and other items ... it is a somewhat complicated process, but your reward will be the Pumpkin Type Innocent Devil. Check the

weapon and armor section for a complete list of how to make the Pumpkin Mace, but to give you some ideas, take a look at these ingredients: Mace, Miracle Egg, Jade, Sun Tears, and Red Steel.



Innocent Devils

ATK: 7	MAG: 7
DEF: 7	AGL: 7

HP: 20

STATUS ENHANCEMENT

STR + 10 / CON + 4 / LCK + 5

INITIAL ABILITIES

POSE • "I'll show off one of my special poses!"

PUMPKIN



This is a very mysterious Innocent Devil and a long standing inside joke of Castlevania. Don't underestimate this I.D. just because it's so magnificently silly looking - it yields great dividends bonus-wise.



Follow your previous path to the next room that contains several Slogra and Rapid Snipers. The large reptiles are tough, but you still need to take out the snipers first. Tag team the Slogra with you I.D. to remove them as fast as you can. Their long range and speed make them one of the most dangerous monsters in the game.

The last room has several more Slogra and Giabons as well. Fight the ground foes first and then concentrate on the air attack. When all the monsters are gone, head up to the final floor of the castle.

SEVENTH FLOOR

Tons of Thieves will dart around in all directions. They can't hurt you much, but they will try to take your hard-earned goodies. Show them that crime doesn't pay.

On the left is a Warp Room that you can use if you want to power up before the final battle. Using this room you can transport yourself to any other level of the game and collect materials and level up your Innocent Devils. When you are ready for the finale save your game in the room on the left and trek up the long staircase to the final showdown.



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NO.	LEVEL	HP	EXP
146	50	6500	4800

WEAKNESSES:
ICE
ITEMS DROPPED:

TOLERANCE:
DARK
STEAL:
CHEESE



This time around you must face Isaac who is equipped with a laser sword and three Innocent Devils. The difficulty of this fight will depend largely on how leveled up your own I.D.s are. He does not use any tricks or special I.D.s, so you can fight him with the same exact type if you wish.

The fight starts out against Isaac alone. He will perform several types of combos with his laser sword, including a blade toss move. Dodge or Perfect Guard his attacks, and when his combo ends, launch one of your own.



When he has lost half of his blue life bar, he will summon his first I.D., Crimson, a Bird type. This is a quick aerial foe, so summon your own flyer, including your Devil Type. Also, be sure to equip the Boiling Ring, since this is a flame-shooting dragon. While his I.D. is out, he will have a protective shield, so you must destroy his I.D. before you can inflict any damage to him again. Lock on his I.D., and double team it! Use jumping air combos to take the fight to the skies.

Note that while he is invincible when his Innocent Devil is out, he will still attack you. Quick Step past his attacks and focus solely on his I.D. Once the I.D. is gone, fight him until his blue life bar is almost gone. At this point, he will summon another I.D.



This time he will bring forth the cute and cuddly Iytei. This is a powerhouse Battle Type I.D.

with a lot of hit points, but at least it is on the ground. Pick your own Battle I.D. and equip a high-damage weapon to dish out the high damage it will take to drop his buddy. When he is solo, dish out as much damage as possible before he summons his last I.D.

The last Innocent Devil he will call forth is Razet. This Shogun-like warrior is a very tough and damaging Battle Type I.D. Use your own Battle Type, if it still has some life left, and finish it off with the abilities of your other surviving I.D.s. This companion of his can do some serious damage, so take no chances and use all the power of your I.D.s if you have to.

Finally, he will be out of Innocent Devils, and you can concentrate on defeating him with any I.D.s you have left. Keep in mind that he is weak to ice attack, so your Mage Type I.D. may be very handy here. He will add a new purple glowing charge attack, but you can Quick Step this move and retaliate pretty easily.



If you are finding yourself very low on health, use your Fairy Type I.D. to heal during the parts of the battle when it is Isaac alone. Just run and Quick Step until you are back at a proper health level. Keeping your health up is very important, because this is only the first Boss battle, and once he is defeated, there is another.





NO.	LEVEL	HP	EXP
147	51	6700	4960

WEAKNESSES:

ITEMS DROPPED:

TOLERANCE:

DARK

STEAL:

DEATH'S
PULSE

Good old Death is back again. He's a recurring enemy in **Castlevania**, and surprisingly, he has a lot of the same moves as before. You think he'd learn a few new tricks in the underworld. Don't be intimidated by this foe... step right up to him and combo away.

Death has many attacks, and early on, you will have to look out for the large fiery disc he sends forth. This seems to track you a little, so wait until it is just upon you before you Quick Step out of the way.



Death's Scythe is simply huge, but the wind up for this attack should give you plenty of time to get out of the way. If you can time this well, you can jump straight up and perform an air combo as the blade passes harmlessly underneath you!



It also has a mini-scythe attack where he sends several small blades whirling at you. You can block a few of these, but they will eventually break your guard. Dodge these alternating left to right and block when you are forced to.

Death also has a ranged attack that consists of exploding pillars of fire. If you keep running, these will not be able to track you well, and you should avoid them unharmed.

One of his last attacks is the most devastating, if you are caught in it. When you see him summon an orange ball of energy, get out of the area fast. Death will issue forth a huge fire bomb that covers most of the screen. Of course, just after this attack is the only time you can steal from Death. Use the Magic Circle ability to stay in close unharmed.



Use the time in between his attack to lay down as much damage as you can. This fight will largely be alternating between Quick Stepping past his attacks and getting back up close to inflict damage. Be sure to use an agile I.D. as your companion, especially a flier, since Death has devastating ground-based attacks.



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DRACULA (1)

<u>NO.</u>	<u>LEVEL</u>	<u>HP</u>	<u>EXP</u>
159	--	2920	5580

WEAKNESSES:

LIGHT

ITEMS DROPPED:

--

TOLERANCE:

DARK

STEAL:TOMATO
JUICE

Lord Dracula has a variety of attacks, and doesn't stay put very long to allow for a long combo. This battle is about patience! His attacks are not tough to avoid, but at the same time, you will not be able to damage him very much. Be sure to equip the Void Ring for these battles with the dark lord. On a side note, this is your only chance to sit in Dracula's Throne to complete your "chair quest."



One of his more basic attacks is when he appears by his throne and flies into the air. He will project a thin orange beam that will track you, and later a wall of flames will emerge from this line. Run around the open area, and just when the line ready to turn to flames, run up next to him and attack him in the air.

Another one of his homing attacks springs forth when he issues the command "Go!" A purple set of spikes will rise out of the ground from his position and track you. Run around in a loose circle until they stop appearing. Be sure to end up in back of Dracula to score a quick hit.

One of his most damaging attacks come after he declares, "I will reduce you to ashes." Start running in any direction, and Quick Step after

a second to avoid his materializing grab. This attack does a ton of damage, so be sure to avoid it. Also, you need to avoid this, because right after this attack is your best window to damage him. This is also your only chance to steal from him.

Your other opportunity to really score some damage is after is attack, "Scatter to the winds." This will produce several large purple spheres, but you should be able to dodge to the side and throw in a quick combo.

His final attack occurs after he has lost a significant amount of health. He will leap into the air, and surround himself in a cone of fire. This has little warning, and you can get caught in it as you try to damage him. As soon as you seen him fly straight up, run away and Quick Step out of the blast radius.

You will get very few good chances to deal out damage. Also, you will want to save as much of your Innocent Devil's life as possible for the last fight. Be patient and capitalize on the small opportunities you get. There is one really cheese way to defeat him. If you have the Spiked Shield, you will need to get in close and hit him. Once you do, attack as fast as you can, and continue to follow him. This will force him to block the attack while your I.D. attacks from the back.





NO.	LEVEL	HP	EXP
160	--	7500	5790

WEAKNESSES:

--

ITEMS DROPPED:

--

TOLERANCE:

DARK

STEAL:VAMPIRE
BLOOD

This is the final showdown, so hold nothing back! Not only does his attacks do a lot of damage but yours do very little. While it may seem obvious, the important thing is to do as much damage as quickly as possible! You could easily burn through all your healing items and never defeat this monster, if you don't use your Innocent Devils to help deal out damage. Don't worry if you lose any of them ... just be sure to send them back when it flies in the background and does its area attacks. Also, be careful of its red vapors after it attacks ... this "mist" can still damage you.



The fight begins with the huge monster charging right at you. Dodge this initial strike, and go to work. The obvious time to attack is when it crosses its arms and laughs at you.



From this close position it will take several swings at you. The single arm punch is easy to dodge to the opposite side. After you escape this move, get back in to do a sort combo. Be sure to keep these combos short, because it doesn't stand still for long.

Its swipe attacks are a lot tougher to avoid, because they cover so much ground. Try to Quick Step into the move, so you will go in the opposite direction of the attack. Once again, get in close and inflict some damage.

If you see it raise both arms in over its head, get right in front of it and jump straight up to do an air combo as its arm come crashing down. You still have to be careful of the red vapor trails that it leaves, but you need every chance you can get to do damage.

After taking enough abuse, it will fly into the background. Send your I.D. back so it does not suffer in the wake of this attack. There are several types that he can use from this distance. The first is a blue beam it will project as it spins around the platform. Quick Step through this in the opposite direction it is moving.



Another type of long-range attack is a swarm of homing green arrows. Run left and run using Quick Step to avoid the shots just as they are about to hit you.



The final long-distance attack it has is a blue explosion that sends out a shock wave. Jump over this attack or attempt to step through it.

Sometimes it will jump behind you, so be sure to lock on and center the camera to avoid it getting a cheap shot. Keep pounding away at it, and use any of your I.D.s abilities, like the Light attack from the Mage Type I.D. to drop its life bar until it is defeated once and for all.

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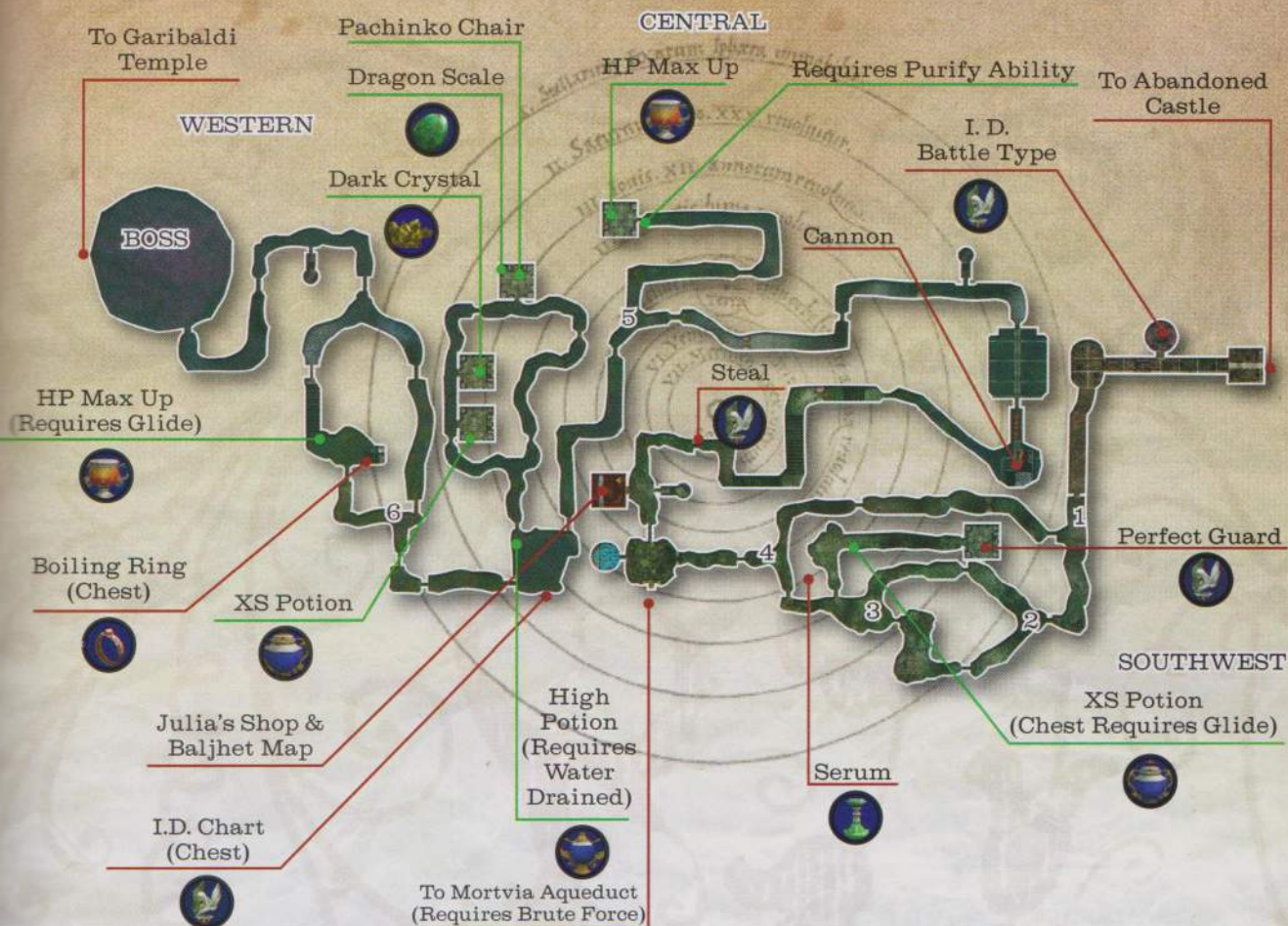
100% COMPLETION

While it is not necessary to complete each level 100 percent, there is always that nagging feeling of what was missed and what else is there to see. This section does not cover every aspect of the game; it is meant to focus on the areas that were not originally accessible in the walkthrough as well as optional sections. If you are having trouble finishing all the levels completely, your answer lies in this section. Many of the "hidden" areas of the game are only available after Dracula's Castle appears and drains the water out of many rooms. Also, this section assumes you have the correct abilities of the various Innocent Devils to reach several sections. Check out the I.D. section in the beginning of the guide to find the correct evolution series for each of these required abilities. Note that you do not obtain any special item for clearing the game 100 percent, but it is extremely satisfying!

BALJHET MOUNTAINS

REQUIREMENTS

- Glide and Purify abilities.
- Water drained.



SOUTHERN FOREST

From the Warp Room, head straight east to area 4. Take the first right going south toward area 3.

In this section, use the first door on your left. On the ledge to the left, you will recall that you optioned a Serum. Now that you have the Glide ability, you can soar over to the chest to collect a XS Potion.



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CENTRAL FOREST

Travel all the way up north to area 5 of the Central Forest. Use the path to the north that leads to the Blood Skeletons that you were powerless to destroy earlier. Summon your Magic Type I.D. with the Purify ability, and let him destroy these regenerating monsters. Enter the guarded room to claim a **HP Max Up**.



Go back down to area 5, and continue to the southern end of this region. With the water level lowered, the bridge will span a dried-up plain. Jump down into the new pit, collect the **High Potion** and enter the doorway into a new looping section.



There are a few meager Thieves in this looping section, but ignore them and take the left path.

Enter the first room on the right to receive an **XS Potion**... your second on this level alone!

Go back out, and continue north to the next room on the right that contains a **Dark Crystal**.

Follow the path as it loops around to the east, and enter the doorway on the left. Inside, you will find a **Dragon Scale** and a **Pachinko Chair**. Finish this loop by heading south and proceed to the Western Forest



WESTERN FOREST

Journey to area 6, and go west to take the left part of the loop. You will recall that at the top of the steps on the left was where you acquired the Boiling Ring. Now that you have the Glide ability, fly across the long gap to collect a **HP Max Up**.



GARIBALDI TEMPLE

REQUIREMENTS

- Magic Circle ability.

WESTERN TEMPLE

In the Western Temple is a room off to the west. Near the bottom of the rear wall is a broken section that you can slide under with the Magic Circle ability.

Maneuver under this section to access a new hallway. Enter the doorway on your right. This room is filled with Armor Knights, Thieves and Dead Barons, but by now, they are half your level. When the room is free of monsters, have a seat in the **Coffee Cup Chair**.

Continue on your previous course south, and enter the last room with an ornate staircase. Be sure to grab the **Ether** in the back of the room, and head down into the hidden depths.



BASEMENT

Fight your way through the spiraling, musty catacombs. When you find the Blood Skeletons, just run past them, unless you are lucky enough to have the Magic Type-ability Purify. Without this spell, you can never defeat these level 75 undead.

Use the Save Room on the left ... you'll need it! The hallways are filled with Evil Cores, and this is one of the best areas in the entire game to level up your Innocent Devils. The Evil Cores are not tough, and they drop lots of Evo Crystals. Plus, you have a Save Room right next to them. Attack with good ranged weapons to avoid their staggering touch, and you should be on your way to maxing your I.D.s.

When you're done leveling up your I.D.s, stock up on Potions, and enter the last room. Something horrible is locked away in these depths; this could be the toughest fight of the entire game.



WESTERN TEMPLE

Coffee Cup Chair

Requires Magic Circle

Ether

GARIBALDI TEMPLE 1F

To 1F
Sixth Sense Brooch

BOSS

GARIBALDI TEMPLE B1F

EVIL CORE

NO.	LEVEL	HP	EXP
115	42	190	116

WEAKNESSES: TOLERANCE:

FIRE	ICE	WIND	EARTH
LIGHT	DARK		

ITEMS DROPPED

STEAL



MIRACLE EGG



DARK CRYSTAL

A CORE OF EVIL MADE FROM HATRED, ENVY, ANGER AND OTHER DARK EMOTIONS. SUCKS IN WHOMEVER IT CAN.

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NO.	LEVEL	HP	EXP
148	52	6900	0

WEAKNESSES:
LIGHT
ITEMS DROPPED:

TOLERANCE:
DARK
STEAL:
PIZZA

This is a classic Boss from previous **Castlevania** games who fans of the series will get a kick out of. The Boss itself is not that tough. In fact, this Boss doesn't attack you at all! The trouble is the walking corpses that roam this area; they're a real pain. As long as you hit them first, they will go down pretty easy, but if they touch you and explode, it takes a huge chunk of your life bar.

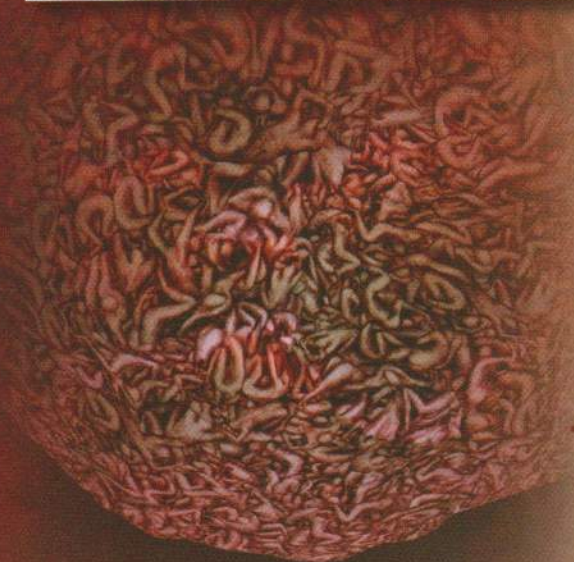
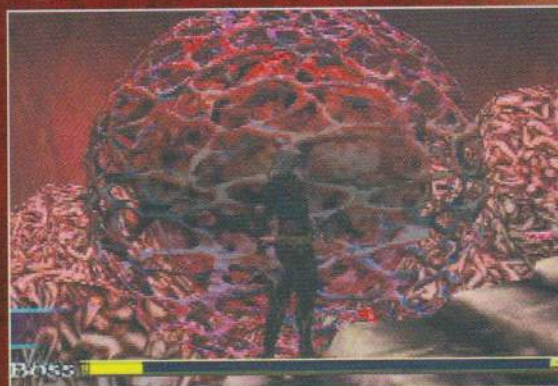


Pick a flying I.D., and try to lock on the Boss while you work your way up the ramp. Do not stop to fight the corpses, or you will never defeat this thing. Continue running until you are high enough that you can hit the Boss from the ledge. After a few hits, a large chunk of the outer husk will fall off.

You will only be able to chip away at one section for each area of the spiraling ledge. Jump into the center, and attack to land back on the bottom level. Climb back up the ramp to a lower height this time, and chip away another segment.



Repeat this pattern until all that is left is the exposed core. This is your chance to steal from this Boss. Climb back up one last time, and deliver the final blow to the nucleolus to send it crashing to the ground below. This grand act does not finish the Boss; however, there is another form to contend with!





NUCULAIS

NO.	LEVEL	HP	EXP
149	53	8875	5370

WEAKNESSES:
DARK
ITEMS DROPPED:
--

TOLERANCE:
LIGHT
STEAL:
NAPOLETANA

If you thought Legion was easy, this is the reason. This Boss can be tougher to tackle than the final Boss. The premature birth of this creature has made it cranky, and it is very tough. Hopefully you have the Void and Boiling Ring to help protect you from its attacks.

There are several attacks to look out for from this tall, white figure. One of the most deadly is when it stretches out to grab you. This attack will pull you in and do a ton of damage. Quick Step this attack when you see its short but obvious wind up.



Another one of its ranged attacks consists of throwing corpses at you. They can be tough to dodge, but try to get in close enough to set up for a combo after the bodies hit the floor.

Obviously, you will need to get in close to do some damage, and this is where the fight gets frustrating. The Boss doesn't trade blows with you. Instead, it "melts" into the ground and emerges from a lava pool that can damage you. This can make it tough to stay in contact with the Boss, but you must be persistent.



One other attack you must be careful of when you get close is its purple diagonal beam. The Boss sucking in energy and then expelling it as it spins precedes this attack. Quick Step through this attack.

The final attack of this first phase is a charging dash move. You will see the Boss cross its arms, and then it will sprint toward you. Dodge this attack, and use its recovery time to throw out a combo.

Use the short time after its attack to dish out a short combo. When you see it fall over, attack it while it feasts on a corpse. After it is done feeding, it will get huge! You can attack its feet when it is not walking or trying to stomp you, but you won't be able to do very many hits in a row.



Attack its feet and use all the powers of your I.D. Eventually it will reduce in size, and you can continue your previous assault. This thing is really tough, so don't hold back and manually use up the attacks of your I.D.s to dish out damage.



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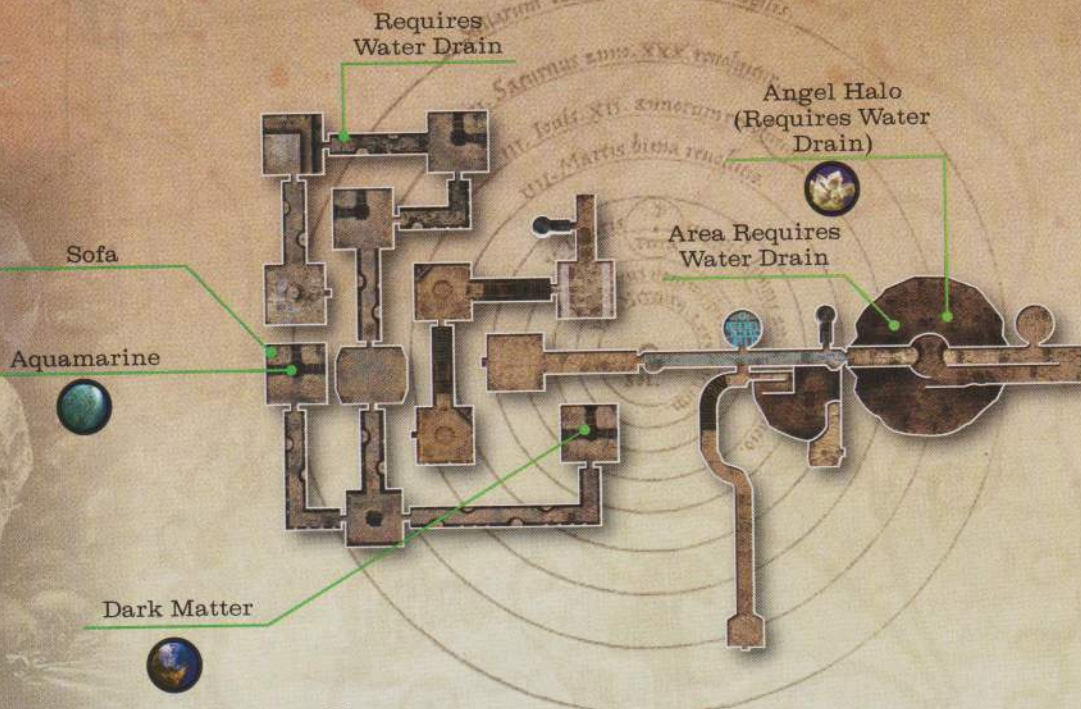
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MORTVIA AQUEDUCT

REQUIREMENTS

- Water drained.



INTERIOR FIRST FLOOR

From the Warp Room, go east into the area where you fought the Boss. Now that the water is gone, the surrounding area where you fought the Boss is accessible. Drop down and circle around to find a chest with an **Angel Halo**. On the opposite side, jump on the large ledges and head back out of the Boss door going west beyond the Warp Room.



Completing the next part is a bit of work, no matter which way you go. You will need to trek through several floors to reach the area where you found the Potion. Go back up to the second floor, and follow the path leading up to the third floor. Head back downstairs past the statue that raised the staircase. Follow the path until you get to the room with a large pillar in the center. From here take the exit to the west.



Descend the long staircase, and continue on your way back to the first floor. You are almost there! Make a right turn, and enter the room that is now devoid of water. Jump down the large steps, and enter this new section.



There are some tough Fishmen to contend with, but they cannot stand in your way to complete this level.

After a few more fights, you will have to remove the White Dragons on the walls to lower the barriers. No problem. When they are defeated, go out the door to the west (right), and in the next room, you will find an **Aquamarine** and the **Sofa**. Go back the other way, and in this room, you will find a chest that contains **Dark Matter**.



FOREST OF JIGRAMUNT

REQUIREMENTS

- Hip Press, Shoulder Ride, Long Glide abilities.
- Water drained.



SOUTHERN FOREST

It may have been possible for you to access several of the hidden areas, depending on which way you leveled up your Battle Type I.D. Here is a quick run down of the two key areas in this region:

From area 6, go south where the trail appears to end at a section of black charred-looking ground. Use the Battle I.D.'s Hip Press ability to smash through to a hidden section below.



There are two paths to take, and each one ends in a room with an item. Inside the first room will be a **Rattan Chair** you can sit in it for fun and a **Carbon Steel** that is great for making weapons and armor.

WESTERN FOREST

To the southwest of area 2 was an open place that was filled with water. Now that it is gone, you can fully explore this section to find the **Western Toilet**, which

On the opposite side, you will have to contend with the same monsters. This room will contain an **Ether**. Travel to area 7, and go south west to a long ramp with several statues, arranged like bowling pins, at the bottom. You will need Iytei with the Shoulder Ride ability to break through these pins. Hop on his back, and race down the hill to build up speed. When you hit the statues, they will shatter, and you can enter the room.

Battle through the monsters, and enter the door on the left. Inside are the **Woodman's Chair** and the **Rare Ring** that will increase monster drops.

Go back out into the hallway, and continue south fighting more Great Armor and Ogres. The last room on this route holds a **Dragon Scale**.

is a very elegant "chair" and a chest that contains **Devil's Vein**.

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CORDOVA TOWN

REQUIREMENTS

- Magic Circle ability.

To the Forest of Jigramunt



Requires Magic Circle

Park Swing

HP Max Up



SOUTHERN ALLEYWAYS

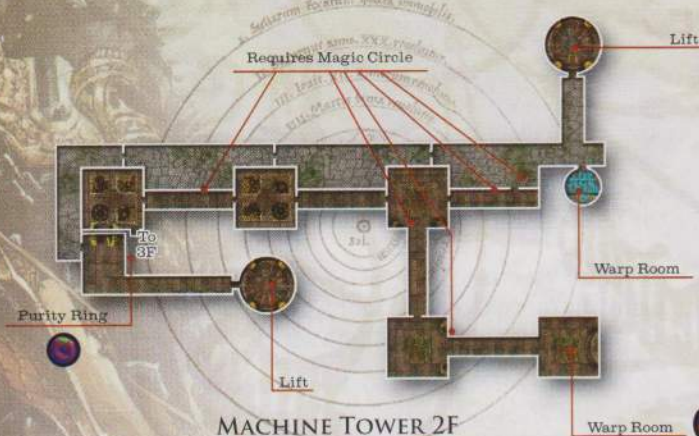
There is only one small room that you need to go to here. It might be easy to pass up, but the prize is well worth the small diversion. Warp to Cordova Center and head south.

Continue east past the fountain where you found the map to the second door on the right side.

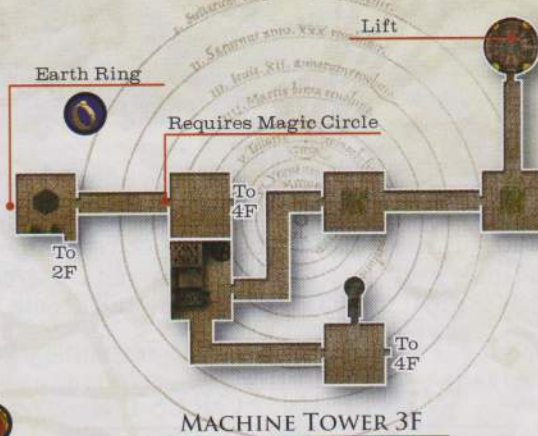
Half way down these streets is an iron gate on the left. Use the Magic Circle ability to slide underneath to grab a **HP Max Up**. While you are in this secret room, be sure to check out the **Park Swing**, which is a unique "chair."



ENEOMAS MACHINE TOWER



MACHINE TOWER 2F



MACHINE TOWER 3F

SECOND AND THIRD FLOORS

There is nothing tricky on this level. Since the end of this level is where you acquire the Devil Type Innocent Devil, you should have the Magic Circle ability and can complete the entire level the first time through. Note the map for several locations that re-

REQUIREMENTS

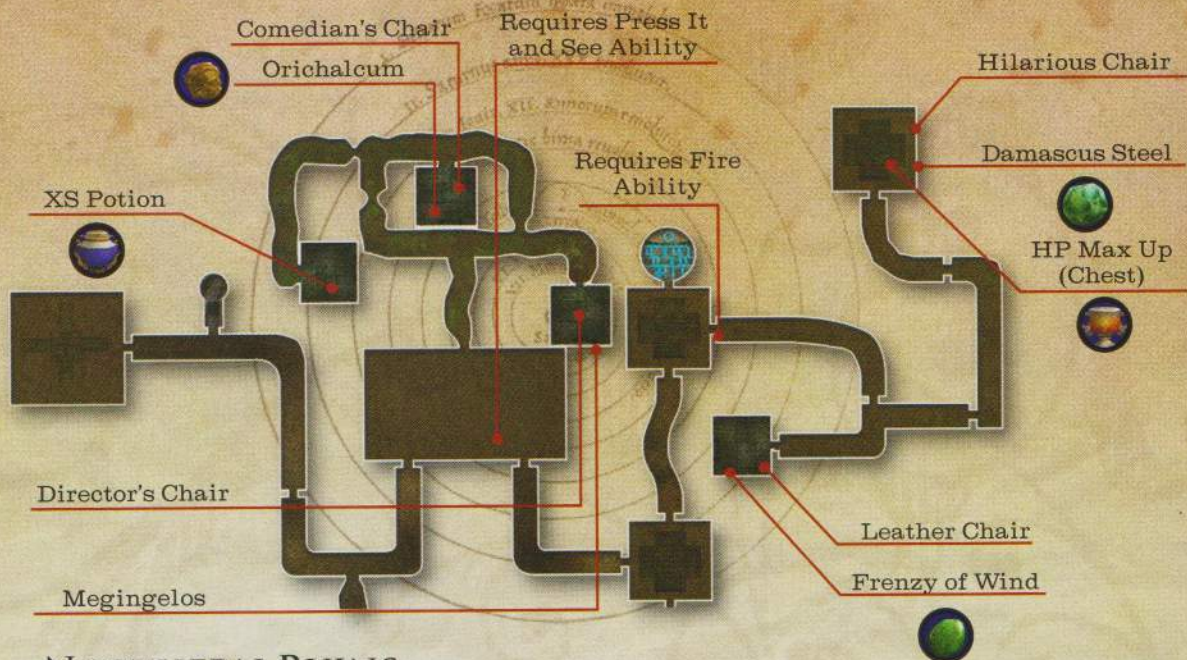
- Magic Circle ability.

quire this skill. Using this ability can allow you to take a shortcut through this section as well as acquire the **Earth Ring** and **Sacrifice Brooch**.

AIOLON RUINS

REQUIREMENTS

• Fire and Press It and See abilities.



NORTHERN RUINS

There are two parts in this region that require special abilities. To the east of the Warp Room is a vine-covered door. Use a fire attack from your Mage or Bird type I.D. to burn through the living barricade. A door will be revealed behind the trellis, and you can now enter the eastern section of this region.

The halls are filled with more Great Armors. At the split in the road, take the right fork to enter a room with a **Leather Chair** and **Frenzy of Wind**.



Take the other path that leads to a room with several goodies. In here, you will find a chest with **Damascus Steel**, an **HP Max Up** and a **Hilarious Chair**.



These halls are filled with Spirits that are great for leveling your I.D. Take the path to the right, and enter a room that will contain the **Director's Chair** and the **Megingelos**. When this magical band is equipped, the lower you are on HP, the more damage you will do.



Head back out to the hallway, and take the first exit on the right. The top part of this road will lead to a doorway on your right with a room that contains the **Comedian's Chair** and **Orichalcum**. This metal is very tough to get, so be sure to use it wisely when making items.



Go back out and head west to the last room. What, no chair! I guess you will have to settle for an **XS Potion**. As you can tell, this is probably the best detour of the game!

Return back to the first room of the Northern Ruins, and take the western exit this time. The next corridor is loaded with White Dragons. Halfway through the hallway is a small button on the top of the wall. If you have a Fairy with the Press It and See ability, it will automatically press the button, revealing a new area to the north.

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INFINITE CORRIDOR

REQUIREMENTS

• Long Glide and Brute Force Lv. 2 abilities.



INFINITE CORRIDOR 3F



INFINITE CORRIDOR 2F

THIRD FLOOR

The room on the opposite side of the large crystal hides some very valuable items. From area 1, go north into the next room. This will appear to be a room with a narrow ledge and a sunken floor. You will quickly guess that the object of this area is not to descend into the pit below, but to reach the other narrow ledge on the opposite side. This requires the Long Glide ability, and if you have it, fly across to the other side and go back down to the second floor.

SECOND FLOOR

You will emerge in an open area that is filled with Blaze Phantoms. Go out the eastern doorway to a short, L-shaped piece of road that stops at a dead end that contains the **Void Ring**. This is a great tool that gives protection from dark attacks.

Go back to the open battlegrounds, and take the exit on the opposite side. Fight through the next two sections filled with Blaze Phantoms, and at the end of the road is a green bag worth **\$1,000**.

THIRD FLOOR

From area 1, head south to the next room that also contains a puzzle of sort. Like the room on the opposite end, this one also requires a special ability of one of your Innocent Devils. In this case, you will need a Battle Type I.D. with the Brute Force L2 ability in order to open the huge metal doors.



SECOND FLOOR

Like the previous sections, this has a wide open battleground, but this time, it is loaded with Bone Soldiers and Undead Lords.

Use the exit to the left that leads west to explore this area. The walls are lined with Thunder Dragons, and at the end of the path, is your prize: the **Lightning Stone**.

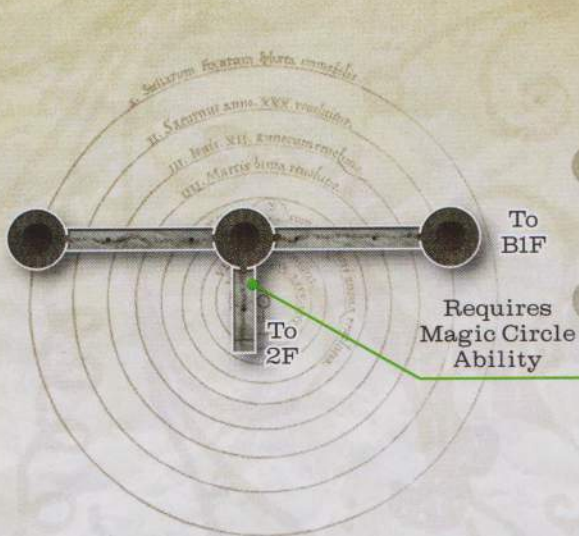
On the opposite side a whole graveyard filled with Undead Lords swarm the first hallway. Dispatch them, and take on the Ectoplasm and the Amduscias. The final segment of the hallway holds a **Phlogiston** that is a very rare find!



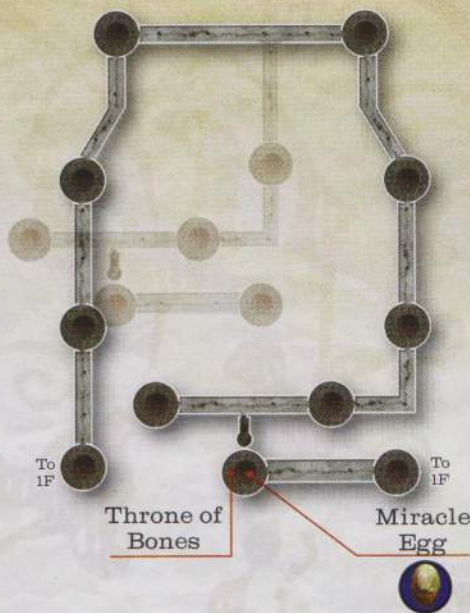
DRACULA'S CASTLE

REQUIREMENTS

• None!



DRACULA'S CASTLE 1F



DRACULA'S CASTLE B1F

FIRST FLOOR CONNECTOR

This is not a secret or tough area to get to, but with your bloodlust for vengeance, you might overlook

this simple detour and miss that 100 percent goal. Go out the east exit, and head down to the basement

BASEMENT

Flea Men and Skeletons will assault you when you enter this secluded section. The goal of this little diversion will be obvious when you enter the next room to collect the **Miracle Egg**. Also, in the corner is another cookie chair: the **Throne of Bones**.



EQUIPMENT

1. WEAPONS

SWORDS

1

SHORT SWORD

A SIMPLE, FUNCTIONAL SWORD. STURDY, GOOD FOR TAKING ON GROUPS, AND EASY TO KEEP UNDER TOTAL CONTROL.



STATISTICS

ATK: 10
DEF: 0

SELL PRICE: 50

MATERIALS NEEDED

• BRONZE X 2

2

BROAD SWORD

A TWO-HANDED BLADE WITH GREAT POWER IN EACH SWING. THICK AND VERY HEAVY, BUT POTENTIALLY DEVASTATING.



STATISTICS

ATK: 20
DEF: 0

SELL PRICE: 150

MATERIALS NEEDED

• SHORT SWORD
• JET BLACK

3

ADA

A SWORD USED MAINLY IN CEREMONIES. SAID TO BESTOW ITS OWNER WITH HOLY POWER. GOOD IN A REAL FIGHT, TOO.



STATISTICS

ATK: 23
DEF: 0

SELL PRICE: 250

MATERIALS NEEDED

• SHORT SWORD
• GANO
• CEREMONIAL TOOL
• WILD MEMORY

4

SWORD BREAKER

A SWORD DESIGNED TO HALT AND THEN SNAP THE SWORD OF AN ATTACKING ENEMY.



STATISTICS

ATK: 23
DEF: 5

SELL PRICE: 300

MATERIALS NEEDED

• SHORT SWORD
• MAIN GAUCHE
• CARBON STEEL

5

SCHIAVONA

A DERIVATIVE OF THE BROAD SWORD; HAS A UNIQUE BASKET HILT WHICH PROTECTS THE USER'S HAND.



STATISTICS

ATK: 25
DEF: 0

SELL PRICE: 400

MATERIALS NEEDED

• BROAD SWORD
• INDIGO STEEL

6

KRIS NAGA

THIS SWORD GETS ITS NAME FROM ITS SNAKE'S HEAD MOTIF, WITH THE BLADE REPRESENTING THE NAGA'S TAIL.



STATISTICS

ATK: 28
DEF: 0

SELL PRICE: 500

MATERIALS NEEDED

• ADA
• DRAGON STEEL
• ETHER
• ANCIENT MEMORY

7

DAMASCUS SWORD

TAKES ITS NAME FROM THE DAMASCUS STEEL FROM WHICH IT IS MADE. AMAZINGLY TOUGH, ALMOST IMPOSSIBLE TO NOTCH.



STATISTICS

ATK: 33
DEF: 0

MATERIALS NEEDED

• KRIS NAGA
• DAMASCUS STEEL

SELL PRICE: 750

8

BASTARD SWORD

AN EXTREMELY WELL-BALANCED WEAPON THAT CAN BOTH CUT AND THRUST, LARGE, BUT CAN BE USED WITH ONE HAND.



STATISTICS

ATK: 35
DEF: 0

MATERIALS NEEDED

• SHORT SWORD
• CERAMICS

SELL PRICE: 750

9

7-BLADED SWORD

A SWORD WITH SIX BLADES BRANCHING OFF THE MAIN ONE. RARELY USED IN COMBAT, BUT HAS AWESOME POTENTIAL.



STATISTICS

ATK: 50
DEF: 0

MATERIALS NEEDED

• DAMASCUS SWORD
• SHORT SWORD X 6
• BEELZEBUB'S SEAL
• DARK CRYSTAL

SELL PRICE: 1500

10

LASER BLADE

SHROUDED IN MYSTERY AND WITH VARYING REPORTS OF ITS WEIGHT AND LENGTH, MANY SAY IT DOES NOT EVEN EXIST.



STATISTICS

ATK: 55
DEF: 0

MATERIALS NEEDED

• ??? X 9
• PURPLE GLITTER

SELL PRICE: 4000

11

BAMBOO SWORD

A SIMPLE SWORD MADE FROM BAMBOO BOUND TOGETHER. NOT VERY STRONG, BUT STILL HAS POTENTIAL.



STATISTICS

ATK: 5
DEF: 0

MATERIALS NEEDED

• ANCIENT MEMORY
• WILD MEMORY

SELL PRICE: 10

12

ZWEIHANDER

WIELED WITH TWO HANDS, IT CUTS A MASSIVE ARC IN THE AIR. HEAVY AND LONG; REQUIRES GREAT SKILL TO USE.



STATISTICS

ATK: 35
DEF: 0

MATERIALS NEEDED

• SHORT SWORD X 2
• KNIGHT'S VEIN

SELL PRICE: 100

13

NODACHI

A LONG BLADE THAT REALLY SHOWS OFF THE SKILLS OF THE USER. ITS DELICATE CURVE IS BEAUTIFUL YET DEADLY.



STATISTICS

ATK: 40
DEF: 0

MATERIALS NEEDED

• BAMBOO SWORD
• STEEL
• SPIRIT OF FUJI

SELL PRICE: 400

14

CLAYMORE

HAS A NUMBER OF RINGS ON ITS TIP. A NAME THAT MEANS "GREAT SWORD", AND HEAVY TO BOOT.



STATISTICS

ATK: 45
DEF: 0

MATERIALS NEEDED

• ZWEIHANDER
• WHITE STEEL

SELL PRICE: 600

15

DRAGON KILLER

A MASSIVE DUAL-HANDED SWORD. GREAT FOR TAKING OUT BIG MONSTERS... SO LONG AS YOU CAN SWING IT.



STATISTICS

ATK: 55
DEF: 0

MATERIALS NEEDED

• NODACHI
• CLAYMORE
• CERAMICS

SELL PRICE: 1000

16

MURAMASA

A BLADE OF EASTERN ORIGIN WITH A DEADLY SHARP EDGE. REQUIRES CLARITY OF WILL TO BRING IT UNDER CONTROL.



STATISTICS

ATK: 60
DEF: 0

MATERIALS NEEDED

• NODACHI
• ETHER
• DARK CRYSTAL
• LIGHTNING STONE

SELL PRICE: 2000

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FEATHER SWORD

FAR EASIER TO HANDLE THAN ITS APPEARANCE SUGGESTS. ITS NAME COMES FROM IT BEING LIGHT AS A FEATHER.



STATISTICS

ATK: 70
DEF: 0

SELL PRICE: 3000

MATERIALS NEEDED

• ZWEIHANDER
• ADAMANTINE
• FRENZY OF WIND
• ORICHALCUM
• ANGEL HALO

18

FOIL

A RAPIER USED WHEN LEARNING FENCING. LIGHT, EASY TO GRIP, AND SERVICEABLE IN REAL COMBAT.



STATISTICS

ATK: 10
DEF: 0

SELL PRICE: 200

MATERIALS NEEDED

• SHORT SWORD
• ALUMINUM

19

MAIN GAUCHE

A RAPIER THAT CAN BE USED TO BOTH THRUST AND TURN ASIDE ENEMY ATTACKS, DEPENDING ON USER PREFERENCE.



STATISTICS

ATK: 20
DEF: 10

SELL PRICE: 450

MATERIALS NEEDED

• FOIL
• CARBON STEEL

20

RAPIER

A THIN SWORD BEST USED FOR DRAWN-OUT FIGHTS. LIGHT AND EASY TO USE; GREAT FOR FIGHTING GROUPS.



STATISTICS

ATK: 28
DEF: 0

SELL PRICE: 600

MATERIALS NEEDED

• FOIL
• WHITE STEEL

21

COLICHEMARDE

A SWORD CREATED FROM HIGHLY DETAILED PLANS. FINE AND VERY SHARP; CAN EASILY BE USED WITH JUST ONE HAND.



STATISTICS

ATK: 35
DEF: 0

SELL PRICE: 700

MATERIALS NEEDED

• RAPIER
• DAMASCUS STEEL
• ETHER

22

ESTOC

A RAPIER WITH A DIAMOND-SECTIONED EDGE. SO THIN, IT CAN SLIDE BETWEEN THE PLATES OF ANY ARMOR.



STATISTICS

ATK: 38
DEF: 0

SELL PRICE: 1000

MATERIALS NEEDED

• COLICHEMARDE
• ALUMINUM
• FORGOTTEN MEMORY
• ANGEL HALO

AXES

23

BULLOVA

A WIDE, CRESCENT-MOON BLADED AXE FOR USE WITH BOTH HANDS. CAUSES MASSIVE DAMAGE IF YOU CAN SWING IT.



STATISTICS

ATK: 40
DEF: 0

SELL PRICE: 100

MATERIALS NEEDED

• GANO
• ANCIENT MEMORY

24

BARDICHE

A DUAL-HANDED WAR AXE WITH A LONG BLADE. GREAT FOR BOTH SWINGING AND CHOPPING.



STATISTICS

ATK: 50
DEF: 0

SELL PRICE: 400

MATERIALS NEEDED

• BULLOVA
• MORGENSTERN

25

TABAR

A BATTLE AXE WITH A HALF-MOON HEAD AND COVERED IN ORNATE CARVINGS. DOUBLE-EDGED AS WELL.



STATISTICS

ATK: 55
DEF: 0

SELL PRICE: 600

MATERIALS NEEDED

• BULLOVA
• WHITE STEEL

26

BATTLE AXE

A LARGE WAR AXE DEVELOPED FOR VERSATILITY. REQUIRES SKILL TO WIELD WELL, BUT DEADLY IF USED CORRECTLY.



STATISTICS

ATK: 70
DEF: 0

SELL PRICE: 1000

MATERIALS NEEDED

• BARDICHE
• DRAGON KILLER
• FORGOTTEN MEMORY

27

WAR HAMMER

A BRUTAL Mallet, LIKE THE KIND USED FOR CONSTRUCTION, THAT CAN BEAT AND SMASH. BATTERS THROUGH ALL ARMOR.

STATISTICS

ATK: 80

DEF: 0

SELL PRICE: 1500

MATERIALS NEEDED

· TABAR

· ADAMANTINE



28

DEATH'S SCYTHE

THE ULTIMATE DARK WEAPON, SHROUDED IN MYSTERY. MANY HAVE LOST THEIR LIVES TRYING TO DUPLICATE IT.

STATISTICS

ATK: 120

DEF: 0

SELL PRICE: 666

MATERIALS NEEDED

· 7-BLADED SWORD

· BATTLE AXE

· CHAUVÉ-SOURIS

· DEATH'S PULSE



29

PIKO PIKO HAMMER

A BRUTAL Mallet, LIKE THE KIND USED FOR CONSTRUCTION, THAT CAN BEAT AND SMASH. BATTERS THROUGH ALL ARMOR.

STATISTICS

ATK: 1

DEF: 0

SELL PRICE: 75

MATERIALS NEEDED

· MACE

· MIRACLE EGG



30

GANO

A SIMPLE, ONE-HANDED AXE COMPRISING A TRIANGULAR HEAD ON A POLE. EASY TO USE, BUT NOT THAT EFFECTIVE.

STATISTICS

ATK: 15

DEF: 0

SELL PRICE: 50

MATERIALS NEEDED

· SHORT SWORD

· WILD MEMORY



31

FRYING PAN

INTENDED FOR COOKERY AND HOT FROM THE KITCHEN, CAUSES FIRST DEGREE BURNS TO ALL WHO ARE HIT WITH IT.

STATISTICS

ATK: 17

DEF: 0


SELL PRICE: 100

MATERIALS NEEDED

· PHLOGISTON

· ETHER

· STEEL



32

CLUB

HUMANITY'S FIRST WEAPON → A BRUTAL MASHER. AT LEAST THIS ONE HAS THORNY METAL SPIKES.

STATISTICS

ATK: 20

DEF: 0

SELL PRICE: 15

MATERIALS NEEDED

· GANO

· ANCIENT MEMORY

· WILD MEMORY



33

MACE

A BRUTAL BUT VERY SHORT CLUB. ITS LARGE, WIDE HEAD CREATES A DISTINCTIVE SOUND WHEN SWUNG.

STATISTICS

ATK: 25

DEF: 0

SELL PRICE: 350

MATERIALS NEEDED

· GANO

· STEEL



34

PUMPKIN MACE

A VERY RARE WEAPON SAID TO HAVE THE POWER TO RESURRECT A LEGENDARY HERO.

STATISTICS

ATK: 27

DEF: 0

SELL PRICE: 1500

MATERIALS NEEDED

· PIKO PIKO HAMMER

· PUMPKIN HEAD



35

MORGENSTERN

AN EXTENSION OF THE MACE, THE SPIKED BALL IS ITS MOST STRIKING FEATURE. HEAVY, BUT PACKS A MASSIVE IMPACT.

STATISTICS

ATK: 40

DEF: 0

SELL PRICE: 400

MATERIALS NEEDED

· MACE

· CARBON STEEL

· HOLY MAN'S VEIN



36

ZAGHNOL

A TYPE OF WAR PICK, ITS SHARP EDGE CAN BE USED TO DISPOSE OF FOES IN A VARIETY OF WAYS.

STATISTICS

ATK: 45

DEF: 0

SELL PRICE: 450

MATERIALS NEEDED

· GANO

· INDIGO STEEL

· RED STEEL





SPEARS

37 DECK BRUSH

ALTHOUGH ORIGINALLY USED FOR CLEANING, SAILORS HAVE ALSO BEEN KNOWN TO ABLY DEFEND THEMSELVES WITH IT.



STATISTICS		MATERIALS NEEDED
ATK:	6	· BAMBOO LANCE
DEF:	0	· AQUAMARINE
SELL PRICE: 4		

38 BAMBOO LANCE

A ROUGH LANCE THAT LOOKS LIKE NOTHING MORE THAN A STICK OF BAMBOO. IT MIGHT WORK IN BATTLE, POSSIBLY.



STATISTICS		MATERIALS NEEDED
ATK:	10	· WILD MEMORY
DEF:	0	· JET BLACK
SELL PRICE: 2		

39 DUNG

A LONG, THIN, DOUBLE-BLADED SPEAR. THE HILT IS WOUND WITH METALLIC CLOTH, WHICH ACTS AS A GRIP.



STATISTICS		MATERIALS NEEDED
ATK:	15	· ALUMINUM
DEF:	0	· JET BLACK
SELL PRICE: 75		

40 SASUMATA


A LONG WEAPON USED MORE TO THREATEN OR CAPTURE THAN KILL. CAN BE USED IN COMBAT, BUT NOT VERY DEADLY.



STATISTICS		MATERIALS NEEDED
ATK:	19	· CEREMONIAL TOOL
DEF:	0	· SPIRIT OF FUJI
SELL PRICE: 100		

41 LANCE

THE WEAPON OF MOUNTED KNIGHTS, WITH A BULB TIP. MANY REFINERIES HAVE MADE IT EASY TO USE.



STATISTICS		MATERIALS NEEDED
ATK:	23	· DUNG
DEF:	0	· HOLY MAN'S VEIN
		· KNIGHT'S VEIN
SELL PRICE: 150		

42 NAGINATA

SLICE UP ENEMIES WITH ITS WICKEDLY CURVED BLADE SET ON A LONG POLE. DEVELOPED ON AN ISLAND IN THE EAST.



STATISTICS		MATERIALS NEEDED
ATK:	27	· SASUMATA
DEF:	0	· STEEL
SELL PRICE: 250		

43 LONG SPEAR


BORN FROM A FAIRLY SIMPLE CONCEPT -- KEEP THE ENEMY AS FAR AWAY AS POSSIBLE. WHAT'S MORE, IT WORKS.



STATISTICS		MATERIALS NEEDED
ATK:	27	· DUNG
DEF:	0	· INDIGO STEEL
SELL PRICE: 350		

44 TRIDENT

A LONG, THREE-PRONGED FORK, CREATED WITH THE INTENT OF INCREASING ACCURACY.



STATISTICS		MATERIALS NEEDED
ATK:	30	· SASUMATA
DEF:	0	· ETHER
		· AQUAMARINE
SELL PRICE: 450		

45 VERSATILE SPEAR

AN ALL-AROUND WEAPON WITH MANY USES. CAN THRUST, CUT AND PARRY ATTACKS.



STATISTICS		MATERIALS NEEDED
ATK:	30	· TRIDENT
DEF:	0	· NAGINATA
		· ETHER
		· PHLOGISTON
SELL PRICE: 600		

46 HALBERD

THE COMBINATION OF A LONG SHAFT AND WICKED AXE HEAD MAKE FOR A FEARSOME WEAPON.



STATISTICS		MATERIALS NEEDED
ATK:	32	· LANCE
DEF:	0	· BULLOVA
		· CERAMICS
SELL PRICE: 700		

47

NYOI-BO



A MYTHICAL POLE THAT CAN EXTEND OR SHRINK AT WILL. EXTREMELY RARE, FEW HAVE ACTUALLY SEEN IT.

STATISTICS

ATK: 15
DEF: 0

SELL PRICE: 2000

MATERIALS NEEDED

• BAMBOO LANCE X 5
• BAMBOO SWORD X 5
• ORICHALCUM

48

DO SANGA



A LONG SPEAR WITH A SECOND HEAD MADE FROM A SPECIAL ALLOY. OFTEN BRIGHTLY DECORATED.

STATISTICS

ATK: 38
DEF: 0

SELL PRICE: 750

MATERIALS NEEDED

• LONG SPEAR
• ADAMANTINE

49

CHAUVE-SOURIS



A WEAPON SAID TO BE FORGED IN THE BLOOD OF COUNTLESS HUMANS. ISAAC'S FAVORITE WEAPON. USE IT A LOT AND...?

STATISTICS

ATK: 50
DEF: 0

SELL PRICE: 1200

MATERIALS NEEDED

• TRIDENT
• VERSATILE SPEAR
• DEVIL'S VEIN
• DARK CRYSTAL

KNUCKLE

50

CHAMPION GLOVE



THE RAGE OF AN UNDEFEATED CHAMPION WHO DIED IN AN ACCIDENT IS INFUSED IN THESE BLOOD-SOAKED GLOVES.

STATISTICS

ATK: 2
DEF: 0

SELL PRICE: 350

MATERIALS NEEDED

• KNUCKLE DUSTER
• SPORTS JERSEY

51

PUNCH RINGS



A METAL WEAPON THAT STRENGTHENS PUNCHES. EASY TO USE BUT SIMPLY MADE, AND THUS NOT TOO STRONG.

STATISTICS

ATK: 7
DEF: 0

SELL PRICE: 50

MATERIALS NEEDED

• ALUMINUM
• BRONZE

52

BAGHNAKHS



A SET OF PUNCH RINGS WITH CLAWS ATTACHED. THESE TEAR UP AN OPPONENT LIKE A TIGER'S CLAWS.

STATISTICS

ATK: 10
DEF: 0

SELL PRICE: 100

MATERIALS NEEDED

• PUNCH RINGS
• ANCIENT MEMORY

53

CLAWS



MASSIVE CLAWS THAT ALMOST TOTALLY OBSCURE THE WEARER'S HANDS. CAN SHRED METAL AND FLESH.

STATISTICS

ATK: 13
DEF: 0

SELL PRICE: 120

MATERIALS NEEDED

• PATA
• ADA
• MIRACLE EGG

54

JUR



USED FOR ASSASSINATIONS. WITH PRACTICE, THIS BULLHORN OF A WEAPON CAN PIERCE ENEMY HEARTS IN ONE BLOW.

STATISTICS

ATK: 15
DEF: 0

SELL PRICE: 150

MATERIALS NEEDED

• BAGHNAKHS
• STEEL

55

KNUCKLE DUSTER



STEEL BANDS ATTACHED ACROSS THE KNUCKLES BY A LEATHER BELT. TURNS A PUNCH INTO A KNOCK OUT.

STATISTICS

ATK: 15
DEF: 0

SELL PRICE: 250

MATERIALS NEEDED

• JUR
• INDIGO STEEL



56

METAL GLOVE

GLOVES COVERED WITH HARD METAL CHUNKS. POWERFUL, BUT VERY HEAVY.



STATISTICS

ATK: 20
DEF: 0

SELL PRICE: 300

MATERIALS NEEDED

• KNUCKLE DUSTER
• WHITE STEEL

57

IRON SHELL FISTS

ONLY THE BEST MATERIALS ARE USED TO MAKE THESE TOUGH HAND-TO-HAND WEAPONS. LOVED BY NINJAS.



STATISTICS

ATK: 25
DEF: 0

SELL PRICE: 400

MATERIALS NEEDED

• METAL GLOVE
• RED STEEL

58

RING

ALTHOUGH ONLY A METAL RING, USING THE BEST MATERIALS CAN MASSIVELY STRENGTHEN ITS ATTACK POWER.



STATISTICS

ATK: 25
DEF: 0

SELL PRICE: 600

MATERIALS NEEDED

• PUNCH RINGS
• SHORT SWORD
• CERAMICS

59

HORA

A PRECIOUS WEAPON MADE FROM THE BONE OF A LONG DEAD BEAST. HARDER THAN STEEL AFTER MANY CENTURIES.



STATISTICS

ATK: 30
DEF: 0

SELL PRICE: 800

MATERIALS NEEDED

• RING
• FORGOTTEN MEMORY

60

PATA

A UNIQUE CLOSE-COMBAT WEAPON WITH BLADES ON THE END OF GAUNTLETS. CAN CUT AND THRUST, BUT HARD TO USE.



STATISTICS

ATK: 35
DEF: 0

SELL PRICE: 1000

MATERIALS NEEDED

• HORA
• SHORT SWORD

61

FORCE GLOVE

GAUNTLETS CREATED FROM AN UNKNOWN METAL AND DARK POWERS, SO STRONG THEY MAY DAMAGE THE USER'S ARMS.



STATISTICS

ATK: 45
DEF: 0

SELL PRICE: 1200

MATERIALS NEEDED

• KNUCKLE DUSTER
• METAL GLOVE
• DARK MATTER
• GALLITE

SPECIAL

62

GATLING GUN

A SUPER LONG-DISTANCE WEAPON THAT DOES NOT NEED RELOADING FOR ITS FEARSOMELY RAPID FIRE.



STATISTICS

ATK: 0
DEF: 0

SELL PRICE: 10000

MATERIALS NEEDED

• HIFN
• BOMB
• FIRE FLASK
• PHLOGISTON
• IMMORTAL FRAGMENT

63

BOMB

FLOATS IN THE AIR AND EXPLODES UPON CONTACT WITH AN ENEMY, OR AFTER A BRIEF PERIOD, UNLIMITED.



STATISTICS

ATK: 0
DEF: 0

SELL PRICE: 200

MATERIALS NEEDED

• PHLOGISTON
• ETHER

64

BOOMERANG

WILL RETURN TO ITS OWNER IF THROWN CORRECTLY. ITS SHARP EDGES MAKE IT STRONG, BUT HARD TO CATCH.



STATISTICS

ATK: 0
DEF: 0

SELL PRICE: 800

MATERIALS NEEDED

• SHURIKEN
• ADAMANTINE

65

FIRE FLASK

A POTENT EXPLOSIVE. DESIGNED TO BURN FOR LONG PERIODS.



STATISTICS

ATK: 0
DEF: 0

SELL PRICE: 250

MATERIALS NEEDED

• SHURIKEN
• BOMB

66

SHURIKEN



A LETHAL PROJECTILE USED BY NINJA. VERY EFFECTIVE IF USED PRECISELY.

STATISTICS

ATK: 0
DEF: 0

SELL PRICE: 400

MATERIALS NEEDED

• ADAMANTINE
• FRENZY OF WIND
• RED STEEL
• SPIRIT OF FUJI

67

HIEN



SPECIAL WEAPON SIMILAR TO TONFA. TRANSFORMS THE USER'S LIFE-FORCE INTO ENERGY AND ATTACKS WITH IT.

STATISTICS

ATK: 55
DEF: 0

SELL PRICE: 300

MATERIALS NEEDED

• KNUCKLE DUSTER
• COLICHEMARDE
• DARK MATTER
• DEVIL IRON
• GATHEE

68

SPIKE SHIELD



ORIGINALLY FOR DEFENSE, IT'S SO HARD THAT IT HAS ALSO COME TO BE LOVED AS A WEAPON.

STATISTICS

ATK: 40
DEF: 0

SELL PRICE: 200

MATERIALS NEEDED

• BRONZE X 9
• STEEL X 9

69

BAT



SUPPOSEDLY THE RESULT OF RESEARCH INTO THE ULTIMATE WEAPON... BUT ABSOLUTELY ZERO CLASS AND STYLE.

STATISTICS

ATK: 20
DEF: 0

SELL PRICE: 56

MATERIALS NEEDED

• CLUB
• STEEL

70

ELECTRIC GUITAR



ORIGINALLY FOR DEFENSE, IT'S SO HARD THAT IT HAS ALSO COME TO BE LOVED AS A WEAPON.

STATISTICS

ATK: 25
DEF: 0

SELL PRICE: 800

MATERIALS NEEDED

• TABAR
• LIGHTNING STONE
• DARK CRYSTAL

Character's

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Accessories
&
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Secrets

2. ARMOR

1

ALUCART MAIL

LOOK CAREFULLY, ONE LETTER IS DIFFERENT! IT'S NOT WHO YOU THINK! ALSO OFFERS TERRIBLE DEFENSE.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 1

SELL PRICE: 1

MATERIALS NEEDED

• HATE PLATE
• MIDAS' GOLD

2

SPORTS KIT

HOW MANY TIMES HAVE I TOLD YOU? TAKE THIS HOME AND GET IT WASHED EVERY ONCE IN A WHILE! IT STINKS!



STATISTICS

STR: 5 LCK: 0
CON: 0 DEF: 2

SELL PRICE: 10

MATERIALS NEEDED

• HIDE ARMOR
• CEREMONIAL TOOL

3

SPECIAL OPS

WORN BY OPERATIVES ON SPECIAL MISSIONS; PROOF OF THE TOP BRASS'S IMPLICIT TRUST.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 2

SELL PRICE: 46

MATERIALS NEEDED

• SCHOOL CAP
• BAT

4

HIDE ARMOR

CLOTHING COVERED IN ANIMAL FURS. MAINLY USED BY HUNTERS; POPULAR BECAUSE OF ITS WARMTH.



STATISTICS

STR: 0 LCK: 0
CON: 5 DEF: 3

SELL PRICE: 4

MATERIALS NEEDED

• SOFT LEATHER ARMOR
• SUN TEARS

5

SPORTS JERSEY

GIRLS MAY WEAR THIS TO AVOID THE LOOKS FROM BOYS BROUGHT ON BY A SPORTS KIT... OR SO I'M TOLD.



STATISTICS

STR: 0 LCK: 0
CON: 5 DEF: 3

SELL PRICE: 12

MATERIALS NEEDED

• SPORTS KIT
• BAT

6

CLOWN SUIT

WORN BY THE HEROIC VAMPIRE HUNTER COMESAFTER C. FILLED WITH THE RAGE OF THOSE HE KILLED.



STATISTICS

STR: 0 LCK: 5
CON: 0 DEF: 3

SELL PRICE: 450

MATERIALS NEEDED

• SPORTS JERSEY
• PIKO PIKO HAMMER

7

PRINCE'S CLOTHES

OH, MY PRINCE! ALL GIRLS DREAM OF A SHINING PRINCE COMING TO WHISK THEM AWAY... OR SO I'VE HEARD.



STATISTICS

STR: 0 LCK: 10
CON: 0 DEF: 3

SELL PRICE: 500

MATERIALS NEEDED

• CLOWN SUIT
• MIDAS' GOLD

8

SOFT LEATHER ARMOR

CHEAP AND EASY TO FIND, GREAT ARMOR FOR THE BEGINNER. CRAFTED WITH LOVE AND CARE.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 5

SELL PRICE: 50

MATERIALS NEEDED

• WILD MEMORY

9

BLACK BELT SUIT

THE COLOR OF THE BELT INDICATES RANK, WITH BLACK BEING THE HIGHEST. PROOF OF A LETHAL FIGHTER.



STATISTICS

STR: 5 LCK: 0
CON: 5 DEF: 5

SELL PRICE: 46

MATERIALS NEEDED

• SPORTS JERSEY
• SPIRIT OF FUJI

10

HARD LEATHER ARMOR

LAYER UPON LAYER OF LEATHER BUILT UP TO MAKE TOUGH ARMOR, YET STILL ALLOWS FREE MOVEMENT. VERY POPULAR.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 8

SELL PRICE: 150

MATERIALS NEEDED

• SOFT LEATHER ARMOR
• JET BLACK

11 LORICA



OLD BUT STURDY ARMOR DETAILED WITH BEAUTIFUL RELIEF, A SYMBOL OF THE METALBURGIC QUALITY AT THE TIME.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· BRONZE	· ANCIENT MEMORY
CON:	0	DEF:	10		
SELL PRICE: 100					

12 KENDO SUIT



A TRADITIONAL SWORD-PLAY UNIFORM FROM A SMALL, FAR-EASTERN ISLAND. BOILING HOT IN SUMMER.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· BARBARIAN ARMOR	· BAMBOO SWORD
CON:	0	DEF:	10		
SELL PRICE: 93					

13 HANZOU'S CLOTHES



SAID TO HAVE BEEN WORN BY A FAMOUS ASSASSIN FROM THE FAR EAST WITH MUCH TENSION AND SUSPENSE.

STATISTICS				MATERIALS NEEDED	
STR:	10	LCK:	0	· BLACK BELT SUIT	· SHURIKEN
CON:	10	DEF:	10		
SELL PRICE: 250					

14 LAMELLAR



BEAUTIFUL ARMOR MADE OF LEATHER SCALES. A HISTORICAL PIECE FROM A ONCE MIGHTY EMPIRE.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· STEEL x 2	
CON:	0	DEF:	12		
SELL PRICE: 300					

15 EASTERN ARMOR



FROM A SMALL COUNTRY IN THE FAR EAST, COMPRISED OF MANY SMALL METAL DISKS. A COLLECTOR'S ITEM.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· LAMELLAR	· ANCIENT MEMORY · SPIRIT OF FUJI
CON:	5	DEF:	14		
SELL PRICE: 140					

16 BRIGANDINE



THE TIGHTLY FITTED GOLDEN PLATES COMPRISING THIS ARMOR COULD BE DRAGON SCALES. A SNUG FIT.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· EASTERN ARMOR	· KNIGHT'S VEIN
CON:	0	DEF:	16		
SELL PRICE: 160					

17 CHAIN MAIL



COUNTLESS METAL RINGS LINKED TO FORM ARMOR. TAKES A LONG, LONG TIME TO MAKE.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· INDIGO STEEL x 2	
CON:	0	DEF:	20		
SELL PRICE: 375					

18 HALF PLATE



SAFE, STURDY ARMOR THAT ALSO ALLOWS FREEDOM OF MOVEMENT. HIGHLY DECORATED AND ATTRACTIVE.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· BRIGANDINE	· CARBON STEEL
CON:	0	DEF:	24		
SELL PRICE: 200					

19 BARBARIAN ARMOR



CREATED BY AN EMPIRE IN THE WEST, BUT TAKEN AND IMPROVED BY AN ISLAND IN THE ORIENT.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· EASTERN ARMOR	· HALF PLATE
CON:	5	DEF:	23		
SELL PRICE: 240					

20 BANDED MAIL



ADDITIONAL METAL PLATES ADDED TO CHAIN MAIL TO CREATE VERY TOUGH ARMOR. HOWEVER, ALSO VERY HEAVY.

STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· CHAIN MAIL	· HALF PLATE · WHITE STEEL
CON:	0	DEF:	30		
SELL PRICE: 250					

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21

DRACULA'S CLOTHES

CREATED OVER THOUSANDS OF YEARS BY THE DENIZENS OF THE DARK, THEY ABSORB HUMAN BLOOD. ALL POWERFUL.



STATISTICS

STR: 10 | LCK: -5
CON: 10 | DEF: 30

SELL PRICE: 333

MATERIALS NEEDED

· PRINCE'S CLOTHES
· VAMPIRE BLOOD

22

PLATE MAIL

ARMOR CREATED WITH THE REQUESTS OF WEARERS IN MIND. PERFECT IN BATTLE; STANDARD GARB FOR MANY SOLDIERS.



STATISTICS

STR: 0 | LCK: 0
CON: 0 | DEF: 32

SELL PRICE: 280

MATERIALS NEEDED

· WHITE STEEL x 2

23

FIELD ARMOR

ARMOR FOCUSED ON HIGH DEFENSE FOR HEAVY INFANTRY. SO HEAVY THAT FEW WEAR IT BY CHOICE.



STATISTICS

STR: 0 | LCK: 0
CON: 0 | DEF: 35

SELL PRICE: 400

MATERIALS NEEDED

· RED STEEL x 2

24

CUIRASSAIR ARMOR

DESIGNED TO COVER THE WEAK POINTS OF FIELD ARMOR. VERY EASY TO USE AND WEAR.



STATISTICS

STR: 0 | LCK: 0
CON: 0 | DEF: 40

SELL PRICE: 500

MATERIALS NEEDED

· FIELD ARMOR
· ADAMANTINE

25

PARADE ARMOR

ARMOR DESIGNED FOR FORMAL OCCASIONS, BUT OFFERS SUCH HIGH DEFENSE THAT IT IS NOW ALSO USED IN BATTLE.



STATISTICS

STR: 0 | LCK: 0
CON: 0 | DEF: 45

SELL PRICE: 550

MATERIALS NEEDED

· FIELD ARMOR
· ORICHALCUM x 2
· CERAMICS x 3

26

MAXIMILLIAN ARMOR

HIGH-LEVEL TECHNIQUES ARE REQUIRED TO CREATE THIS AERODYNAMIC ARMOR. SO SMOOTH THAT IT'S VERY LIGHT.



STATISTICS

STR: 0 | LCK: 0
CON: 0 | DEF: 50

SELL PRICE: 600

MATERIALS NEEDED

· PARADE ARMOR
· ANGEL HALO
· HOIY MAN'S VEIN x 2



3. HELMETS

1 SCHOOL CAP

IT'S GOING TOO FAR WHEN A SCHOOL UNIFORM INCLUDES A CAP.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· BAMBOO SWORD · SPORTS KIT	
CON:	0	DEF:	1		
SELL PRICE: 10					

2 TOPKNOT

INVENTED BY A COMEDIAN IN THE EAST, PERHAPS THE JOKE DOESN'T TRANSLATE VERY WELL.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· NODACHI · TENGU MASK	
CON:	0	DEF:	1		
SELL PRICE: 5					

3 TEN-GALLON HAT

A TYPE OF COWBOY HAT. ALTHOUGH ALL BEAR THE SAME NAME, WEATHER, WIND CONDITIONS AND JOB AFFECT STYLE.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· LEATHER HELM · ETHER	
CON:	10	DEF:	1		
SELL PRICE: 10					

4 LEATHER HELM

LIGHT AND EASY TO WEAR, CHEAP AND EASY TO FIND. JUST DON'T EXPECT IT TO PROTECT YOUR HEAD THAT WELL.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· BRONZE · WILD MEMORY	
CON:	0	DEF:	2		
SELL PRICE: 50					

5 STONE MASK

A SHAMAN'S STONE MASK, USED IN RITUALS WHERE THE HEART OF THE VICTIM IS OFFERED TO A DARK GOD.



STATISTICS				MATERIALS NEEDED	
STR:	5	LCK:	-5	· JADE · SUN TEARS	
CON:	5	DEF:	2		
SELL PRICE: 250					

6 FACE GUARD

EXACTLY WHO THIS IS, NO ONE KNOWS, BUT THEIR LATENT POWER CAN STILL BE STRONGLY FELT.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· STONE MASK · GANO	
CON:	0	DEF:	3		
SELL PRICE: 1					

7 CORINTHIAN HELMET

A BEAUTIFUL PIECE, BUT ITS TOTAL COVERAGE OF THE EARS MAY MAKE HEARING ORDERS A LITTLE TRICKY.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· LEATHER HELM · ALUMINUM	
CON:	0	DEF:	4		
SELL PRICE: 100					

8 IRON MASK

USED BY A CERTAIN COUNTRY TO TRAIN ELITE SECRET AGENTS BY USING SENSORY DEPRIVATION ON CHILDREN.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· FACE GUARD · RED STEEL	
CON:	0	DEF:	5		
SELL PRICE: 50					

9 TENGU MASK

THE MASK OF A SPIRIT NATIVE TO A FAR EAST ISLAND. OFTEN APPEARS IN TRADITIONAL NOH PLAYS.



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· FACE GUARD · SPIRIT OF FUJI	
CON:	0	DEF:	5		
SELL PRICE: 25					

10 PUMPKIN MASK

PUMPKIN IS SO POPULAR, HE BECAME A MASK! WHAT FUN! TRICK OR TREAT?



STATISTICS				MATERIALS NEEDED	
STR:	0	LCK:	0	· IRON MASK · MIRACLE EGG	
CON:	0	DEF:	5		
SELL PRICE: 15					

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11

THRACIAN HELMET

A HELMET FROM CENTURIES AGO, WITH MOUSTACHE AND BEARD MODELED ONTO IT. MAKES ANYONE LOOK MANLY.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 8

SELL PRICE: 110

MATERIALS NEEDED

· CORINTHIAN HELMET
· SUN TEARS

12

GALLIC HELMET

AN IRON HELMET CREATED BY AN ANCIENT EMPIRE. ALSO PROTECTS NECK AND CHEEKS, OFFERING SOLID DEFENSE.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 10

SELL PRICE: 125

MATERIALS NEEDED

· LEATHER HELM
· KNIGHT'S VEIN

13

FROG MOUTH HELM

A LANCER'S HELMET. ITS OPENING IS ANGLED UP RATHER THAN FORWARD SO ONE CAN LEAN FORWARD.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 12

SELL PRICE: 200

MATERIALS NEEDED

· GALLIC HELMET
· AQUAMARINE

14

SALLET

A HELMET WITH SLITS TO SEE OUT OF. DECORATED BEAUTIFULLY, ALSO USED FOR FORMAL OCCASIONS.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 14

SELL PRICE: 250

MATERIALS NEEDED

· GALLIC HELMET
· INDIGO STEEL

15

MASAKADO'S HELM

SAID TO BELONG TO A GENERAL WHOSE NECK WAS TWISTED. STILL INFUSED WITH HIS RAGE.



STATISTICS

STR: 10 LCK: -10
CON: 10 DEF: 15

SELL PRICE: 1000

MATERIALS NEEDED

· TOPKNOT
· ADAMANTINE

16

BARREL HELM

A BARREL-SHAPED BASKET HELM, MAINLY USED BY CAVALRY. HIGH DEFENSE BUT VERY HARD TO SEE OUT OF.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 16

SELL PRICE: 300

MATERIALS NEEDED

· THRACIAN HELMET
· CARBON STEEL
· KNIGHT'S VEIN

17

LOBSTER TAIL POD

THIS HELMET TAKES IT NAME FROM THE MOVABLE NECK GUARD ATTACHED TO IT.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 18

SELL PRICE: 350

MATERIALS NEEDED

· FROG MOUTH HELM
· WHITE STEEL

18

ARMET

AN INCREDIBLY HEAVY HELMET SUPPORTED BY THE SHOULDERS. OPENS OUT WHEN NOT IN BATTLE.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 20

SELL PRICE: 375

MATERIALS NEEDED

· SALLET
· RED STEEL

19

BURGONET

ITS LARGE VISOR DEFLECTS THE SUN DURING LONG BATTLES. THE LARGE CHEEK GUARDS OFFER EXTRA PROTECTION.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 22

SELL PRICE: 400

MATERIALS NEEDED

· SALLET
· DAMASCUS STEEL
· RED STEEL

20

CREST HELM

CREATED FOR USE IN JOUSTING TOURNAMENTS. HEAVILY DECORATED, WITH A SPACE FOR THE WEARER'S CREST.



STATISTICS

STR: 0 LCK: 0
CON: 0 DEF: 24

SELL PRICE: 450

MATERIALS NEEDED

· BURGONET
· CERAMICS

21

CROSS HELMET



A HELMET WITH A CREST AND VISOR. BEST TO LEAVE IT OPEN WHEN NOT IN COMBAT.

STATISTICS			
STR:	0	ICK:	0
CON:	0	DEF:	26

MATERIALS NEEDED	
• ARMET	
• ANGEL HALO	

SELL PRICE: 500

Combine (SWORD)

WEAPON No.06

Kris Naga

Materials Needed

No.03	Ada	STOCK	#
Material	Dragon Scale	(0)	1
Material	Ether	(1)	1
Material	Ancient Memory	(3)	1
		(70)	1

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ACCESSORIES & ITEMS

1. ACCESSORIES

 **ABSOLUTE ZERO RING**

INFUSED WITH MAGIC TO PROTECT AGAINST ICE.

SELL PRICE: N/A	LOCATION FOREST OF JIGRAMUNT
---------------------------	--

 **BOILING RING**

INFUSED WITH MAGIC TO PROTECT AGAINST FIRE.

SELL PRICE: N/A	LOCATION BALHET MOUNTAINS
---------------------------	-------------------------------------

 **BROOCH OF BONDS**

WEARING THIS, ALL EXPERIENCE EARNED WILL GO TO YOUR INNOCENT DEVIL.

SELL PRICE: N/A	LOCATION MORTVIA AQUEDUCT
---------------------------	-------------------------------------

 **CURSE SEALING RING**

AFFORDS ITS WEARER PROTECTION AGAINST CURSES.

SELL PRICE: \$1000	LOCATION DROPPED BY ECTO-PLASM
------------------------------	--

 **DEATH DOLL**


THIS DOLL WILL CRUMPLE AND DIE INSTEAD OF YOU, IF YOUR HP FALLS TO 0 WITH IT EQUIPPED.

SELL PRICE: \$1500	LOCATION BOUGHT AT JULIA'S SHOP
------------------------------	---

 **EARTH RING**

INFUSED WITH MAGIC TO PROTECT AGAINST EARTH.

SELL PRICE: N/A	LOCATION ENEOMAS MACHINE TOWER
---------------------------	--

 **INNOCENT SUPPORTER**

REDUCES THE NUMBER OF HEARTS CONSUMED WHEN AN INNOCENT DEVIL USES A SPECIAL MOVE.

SELL PRICE: N/A	LOCATION ???
---------------------------	------------------------

 **LIGHT RING**

INFUSED WITH MAGIC TO PROTECT AGAINST LIGHT.

SELL PRICE: \$500	LOCATION DROPPED BY DUKE MIRAGE
-----------------------------	---

MOEBIUS BROOCH



ALLOWS AN INNOCENT DEVIL TO USE A SPECIAL MOVE WITHOUT DEPLETING ANY HEARTS.

LOCATION

BEAT CRAZY MODE AND BUY AT JULIA'S SHOP.

SELL PRICE:
N/A

MEDUSA RING



AFFORDS ITS WEARER PROTECTION AGAINST BEING TURNED TO STONE.

LOCATION

DRACULA'S CASTLE

SELL PRICE:
N/A

MEGINGELOS



THE LOWER THE BEARER'S HP BECOMES, THE MORE DAMAGE THEY WILL CAUSE TO THEIR FOES.

LOCATION

AIOLON RUINS

SELL PRICE:
N/A

PURITY RING



AFFORDS ITS WEARER PROTECTION AGAINST POISON.

LOCATION

ENEOMAOS MACHINE TOWER

SELL PRICE:
N/A

RARE RING



WEARING THIS, ENEMIES BECOME MORE LIKELY TO DROP ITEMS.

LOCATION

FOREST OF JIGRAMUNT

SELL PRICE:
N/A

SACRIFICE BROOCH



WEARING THIS, ALL DAMAGE SUFFERED WILL BE BORNE BY YOUR INNOCENT DEVIL.

LOCATION

ENEOMAOS MACHINE TOWER

SELL PRICE:
N/A

SIXTH SENSE BROOCH



SENSING THE WILL TO KILL IN THE INSTANT OF AN ENEMY ATTACK, A "J" WILL APPEAR ABOVE THE WEARER'S HEAD.

LOCATION

GARIBALDI TEMPLE

SELL PRICE:
N/A

STORM RING



INFUSED WITH MAGIC TO PROTECT AGAINST THUNDER.

LOCATION

DROPPED BY THUNDER DEMONS

SELL PRICE:
\$500

STUN RESIST RING



AFFORDS ITS WEARER PROTECTION AGAINST PARALYSIS.

LOCATION

DROPPED BY ARMORED SPRINTER

SELL PRICE:
\$1000

WIND RING



INFUSED WITH MAGIC TO PROTECT AGAINST WIND.

LOCATION

CORDOVA TOWN

SELL PRICE:
N/A

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	VOID RING INFUSED WITH MAGIC TO PROTECT AGAINST DARK.	
	SELL PRICE: N/A	LOCATION INFINITE CORRIDOR

2. ITEMS

USABLE: SPECIAL

NOTE: POTIONS, SERUM, UNCURSE AND HIGH POTIONS (LEVEL 9 OR HIGHER) CAN BE FOUND BY BREAKING THE "CANDLES" IN DIFFERENT LEVELS.

	HIGH POTION MEDICINE THAT RECOVERS 200 HP.	
	SELL PRICE: \$500	LOCATION PURCHASE AT JULIA'S SHOP


	MAGICAL TICKET INSTANTLY TRANSPORTS THE USER TO JULIA'S SHOP.	
	SELL PRICE: \$5	LOCATION PURCHASE AT JULIA'S SHOP OR STEAL FROM ARMOR KNIGHT

	MEMORIAL TICKET WARPS TO LAST REGISTERED SAVE POINT.	
	SELL PRICE: \$10	LOCATION PURCHASE AT JULIA'S SHOP, OR STEAL FROM WIZARD

	MOAI ANCIENT MOAI STONE CARVINGS. VERY VALUABLE TO THOSE WHO ARE INTERESTED.	
	SELL PRICE: \$5730	LOCATION ABANDONED CASTLE: REQUIRES A SAVED GAME FROM LAMENT OF INNOCENCE

	POTION MEDICINE THAT RECOVERS 50 HP.	
	SELL PRICE: \$100	LOCATION PURCHASE AT JULIA'S SHOP; STEAL FROM SKELETON BLAZE; DROPPED BY SPIRIT

	SERUM HEALS THE EFFECTS OF POISON.	
	SELL PRICE: \$25	LOCATION PURCHASE AT JULIA'S SHOP



UNCURSE

PURIFIES THE EFFECTS OF A CURSE.

SELL PRICE:
\$25

LOCATION
PURCHASE AT JULIA'S SHOP



XS POTION

MEDICINE THAT RECOVERS ALL HP.

SELL PRICE:
\$2500

LOCATION
BALJHET MOUNTAINS, GARIBALDI TEMPLE

USABLE: FOOD



BORSCHT

A SPICY RED SOUP WITH LOTS OF MEAT. THE COLOR COMES FROM BEETROOTS. RESTORES HP.

SELL PRICE:
\$1

LOCATION
DROPPED BY SLOGRA



CHEESE

A CHEESE KNOWN AS EMMENTALER. THE HOLES IN IT ARE CALLED "CHEESE EYES." RESTORES HP.

SELL PRICE:
\$1

LOCATION
STEAL FROM ISAAC IN THE SECOND FIGHT WITH HIM



CURRY

MADE WITH 17 DIFFERENT SPICES, LEAVE IT OVERNIGHT BEFORE COOKING TO REALLY BRING OUT THE FLAVOR. RESTORES HP.

SELL PRICE:
\$1

LOCATION
STEAL FROM TREVOR




FRENCH FRIES

FRIED POTATO. GREAT EATEN JUST AFTER FRYING. RESTORES HP.

SELL PRICE:
\$1

LOCATION
DROPPED BY ORC



HOT DOG

SAUSAGE IN BREAD. GREAT FOR EATING AND WALKING AT THE SAME TIME. RESTORES HP.

SELL PRICE:
\$1

LOCATION
DROPPED BY FENRIR



HAMBURGER

A MEAT PATTY SQUASHED INSIDE A BUN TO MAKE IT EASIER TO EAT. THIS ONE HAS A LOT OF TASTY PICKLES. RESTORES HP.

SELL PRICE:
\$1

LOCATION
DROPPED BY EXECUTIONER



ICE CREAM

RICH, SWEET DESSERT MADE FROM REAL CREAM. EAT IT UP QUICKLY BEFORE IT MELTS! RESTORES HP.

SELL PRICE:
\$1

LOCATION
DROPPED BY FROST DEMON AND DEATH RIPPER



LOLLIPOP

A LARGE CIRCLE OF CANDY ON A STICK FOR LICKING. CAN YOU WITHHOLD THE DESIRE TO JUST CRUNCH IT? RESTORES HP.

SELL PRICE:
\$1

LOCATION
DROPPED BY LESSER DEMON

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MILK

FROM COWS RAISED IN WIDE OPEN PASTURES. GREAT FOR BREAKFAST. RESTORES HP.

LOCATION

DROPPED BY FLEA MAN

SELL PRICE:
\$1



NAPOLETANA

PASTA COOKED WITH KETCHUP. WATCH OUT IF YOU'RE WEARING WHITE. RESTORES HP.

LOCATION

STEAL FROM NUGULAI

SELL PRICE:
\$1



PIROSHKI

A FLAT BREAD FROM RUSSIA. ALSO TASTY WHEN BAKED. RESTORES HP.

LOCATION

DROPPED BY GAIBON

SELL PRICE:
\$1



PIZZA

A SIMPLE IS BEST THIN CRUST WITH CHEESE TOPPING. RESTORES HP.

LOCATION

STEAL FROM LEGION

SELL PRICE:
\$1



PORK BOWL

PRIME PORK CUTS ON RICE. CAN BE SEARED IN WITH AN EGG FOR EXTRA FLAVOR. RESTORES HP.

LOCATION

DROPPED BY RAPID SNIPER

SELL PRICE:
\$1



RAMEN

LONG NOODLES FROM THE EAST IN A TASTY SOUP. SLURP THEM DOWN IN ONE GULP. RESTORES HP.

LOCATION

DROPPED BY BASILISK

SELL PRICE:
\$1



RICE

RICE FROM THE FAR EAST, BOILED AND STEAMING. RESTORES HP.

LOCATION

DROPPED BY CYCLOPS

SELL PRICE:
\$1



SHORTCAKE

A LIGHT SPONGE TOPPED WITH STRAWBERRIES AND CREAM. CERTAINLY NOT SHORT ON TASTE OR CALORIES. RESTORES HP.

LOCATION

STEAL FROM WYVERN

SELL PRICE:
\$1



SUNNYSIDE UP EGG

FRESH AT BREAKFAST, JUST THE WAY YOU LIKE IT. RESTORES HP.

LOCATION

DROPPED BY COCKATRICE

SELL PRICE:
\$1



SUSHI

A NEW TYPE OF FOOD THAT MIGHT NOT BE TO EVERYONE'S LIKING. RESTORES HP.

LOCATION

STEAL FROM SKELETON DIVER

SELL PRICE:
\$1



TOMATO JUICE

A SIMPLE JUICE WITH NO ADDITIVES AT ALL. RESTORES HP.

LOCATION

STEAL FROM DRACULA'S FIRST FORM

SELL PRICE:
\$1



WINE

VINTAGE 1476. BREWED TO COMMEMORATE THE FALL OF DRACULA. RESTORES HP.


LOCATION

DROPPED BY DEAD BARON

SELL PRICE:
\$1

PICK-UPS (INSTANT USE)

NOTE: COINS, HEARTS AND MEAT CAN BE FOUND BY BREAKING THE "CANDLES."



\$1 BRONZE COIN

WORTH \$1.

LOCATION

STEAL FROM THIEF OR GI-LEE

SELL PRICE:
N/A



\$5 GREY COIN

WORTH \$5.

LOCATION

--

SELL PRICE:
N/A



\$10 RED COIN

WORTH \$10.

LOCATION

STEAL FROM SKELETON, SPIRIT, FENRIR, ZOMBIE, FLEA MAN, OR ORC

SELL PRICE:
N/A



\$20 GREEN COIN

WORTH \$20.

LOCATION

--

SELL PRICE:
N/A



HEART - BIG

FILLS A LARGE PORTION OF YOUR LIFE BAR.

LOCATION

BREAK CANDLES

SELL PRICE:
N/A



HEART - SMALL

FILLS A SMALL PORTION OF YOUR LIFE BAR.

LOCATION

BREAK CANDLES

SELL PRICE:
N/A



HP MAX UP

INCREASES YOUR LIFE BAR BY 30.

LOCATION

BALJHET MOUNTAINS, GARIBALDI TEMPLE, CORDOVA TOWN

SELL PRICE:
N/A



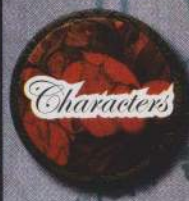
MEAT - LARGE

RECOVERS A LARGE PORTION OF YOUR LIFE BAR.

LOCATION

BREAK CANDLES

SELL PRICE:
N/A





MEAT - SMALL

RECOVERS A SMALL PORTION OF YOUR LIFE BAR.

SELL PRICE:
N/A

LOCATION
BREAK CANDLES



\$50 WHITE MONEY BAG

WORTH \$50.

SELL PRICE:
N/A

LOCATION
STEAL FROM VARIOUS ENEMIES



\$100 YELLOW MONEY BAG

WORTH \$100.

SELL PRICE:
N/A

LOCATION
STEAL FROM VARIOUS ENEMIES




\$500 RED MONEY BAG

WORTH \$500.

SELL PRICE:
N/A

LOCATION
STEAL FROM FINAL GUARD AND DUKE MIRAGE



\$1000 GREEN MONEY BAG

WORTH \$1000.

SELL PRICE:
N/A

LOCATION
STEAL FROM GOLDEN BONES



ROSARIO

MAGICAL ITEM THAT DESTROYS ALL MONSTERS ON-SCREEN.

SELL PRICE:
N/A

LOCATION
DROPPED BY ENEMIES VERY RARELY

RARE ITEMS



ABANDONED CASTLE MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE:
N/A

LOCATION
ABANDONED CASTLE



AIOLON RUINS MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE:
N/A

LOCATION
AIOLON RUINS



BALJHET MOUNTAINS MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE: N/A	LOCATION BALJHET MOUNTAINS
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DRAGON CREST

A CREST MADE FROM A CARVED DRAGON BONE. LOOKS LIKE IT SHOULD BE PLACED INTO SOMETHING, SOMEWHERE...


SELL PRICE: N/A	LOCATION ABANDONED CASTLE
---------------------------	-------------------------------------



CORDOVA TOWN MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE: N/A	LOCATION CORDOVA TOWN
---------------------------	---------------------------------



EXTRA I.D. POCKET

INCREASES THE NUMBER OF INNOCENT DEVILS YOU CAN CARRY AROUND IN YOUR DECK.

SELL PRICE: N/A	LOCATION MORTVIA AQUEDUCT
---------------------------	-------------------------------------



FOREST OF JIGRAMUNT MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE: N/A	LOCATION FOREST OF JIGRAMUNT
---------------------------	--



GARIBALDI TEMPLE MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE: N/A	LOCATION GARIBALDI TEMPLE
---------------------------	-------------------------------------



KIT BAG (TOOL BAG)

INCREASES THE NUMBER OF ACCESSORIES THAT CAN BE ENABLED.

SELL PRICE: N/A	LOCATION TOWER OF ETERNITY (IN FOREST OF JIGRAMUNT)
---------------------------	---



MACHINE TOWER MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE: N/A	LOCATION ENEOMAOS MACHINE TOWER
---------------------------	---



MORTVIA AQUEDUCT MAP

AN OVERALL MAP OF THE AREA, LACKING IN FINER DETAILS.

SELL PRICE: N/A	LOCATION MORTVIA AQUEDUCT
---------------------------	-------------------------------------



MUSIC BOX

OPENS UP THE OPTION "SOUND SELECT" ON THE TITLE SCREEN.

SELL PRICE: N/A	LOCATION COMPLETE BOSS RUSH MODE
---------------------------	--

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ADAMANTINE

A MYTHICAL METAL SAID TO BE THE HARDEST IN EXISTENCE. AMAZING THAT IT ACTUALLY EXISTS IN RAW FORM.

SELL PRICE:
\$150

LOCATION
DROPPED BY FINAL GUARD



ALUMINUM

A VERY LIGHT METAL USED BY SOME AL-CHEMISTS, BUT MOSTLY UNKNOWN. MAKES VERY LIGHT ARMOR.

SELL PRICE:
\$60

LOCATION
DROPPED BY LESSER DEMON, ORC, AND ARMOR KNIGHT



ANCIENT MEMORY

A STONE FRAGMENT WITH ANCIENT MEMORIES ENGRAVED ON IT. USED FOR PRIMITIVE WEAPONS.

SELL PRICE:
\$30

LOCATION
DROPPED FROM MERMEN, FISHMAN, SLOGRA, SNIPER ORC, BLAZE MASTER



ANGEL HALO

ITS NAME COMES FROM ITS SHAPE AND ITS SHINE. HAS STRONG HOLY POWERS.

SELL PRICE:
\$125

LOCATION
MORTVIA AQUEDUCT, AND DROPPED BY AM-DUSCIAS



AQUAMARINE

A BLUE ORE AS CLEAR AND DEEP AS THE SEA. APPEARS MOIST TO THE TOUCH.

SELL PRICE:
\$125

LOCATION
STEAL FROM FISHMAN



BEEZEBUB'S SEAL

THE SPIRIT BODY OF BEEZEBUB, SEALED IN AMBER. OVERFLOWING WITH PHANTOM ENERGY.

SELL PRICE:
\$300

LOCATION
DROPPED BY UNICORN



BRONZE

DEEP BRUSH BRONZE. PRETTY COMMON AS A MATERIAL AND NOT THAT STRONG, BUT HAS MANY USES.

SELL PRICE:
\$25

LOCATION
DROPPED BY SKELETON



CARBON STEEL

THE BASE FOR AMAZINGLY TOUGH STEEL. VERY PRECIOUS, IT MAKES GREAT WEAPONRY OR ARMOR.

SELL PRICE:
\$60

LOCATION
STEAL FROM GREAT ARMOR AND SNIPER ORC



CERAMICS

LIGHTER AND MORE RESISTANT TO HEAT THAN METALLIC MATERIALS. A LIGHT, WHITE COLOR.

SELL PRICE:
\$80

LOCATION
DROPPED BY SKELETON TROOPER AND RAPID SNIPER



CEREMONIAL TOOL

AN AMBER ARTIFACT USED IN ANCIENT RITUALS. AN ANCIENT WEAPON IS SAID TO BE MADE FROM THIS.

SELL PRICE:
\$100

LOCATION
STEAL FROM BLAZE MASTER AND VASSAGO

 **DAMASCUS STEEL**

A BEAUTIFUL LAYERED SELECTION OF METALS EXPERTLY COMBINED. HARD AND RESISTANT, IT NEVER RUSTS.

SELL PRICE: \$200	LOCATION STEAL FROM IRON GLADIATOR
-----------------------------	--

 **DARK CRYSTAL**

A POWERFUL MATERIAL CREATED WITH MALEVOLENT INTENT. HANDLE WITH CARE, OR BEWARE...

SELL PRICE: \$100	LOCATION STEAL FROM EVIL CORE
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 **DARK MATTER**

EVIL, DARK MATTER THAT LINGERS IN SPACE. MUST BE HANDLED EXTREMELY CAREFULLY.

SELL PRICE: \$150	LOCATION STEAL FROM BLAZE PHANTOM
-----------------------------	---

 **DEATH'S PULSE**

A DRUM BEAT FROM THE BLACK DEPTHS; MERELY HOLDING IT SENDS SHIVERS DOWN YOUR SPINE.

SELL PRICE: \$600	LOCATION STEAL FROM DEATH
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 **DEVIL IRON**

ORE THAT GLOWS BLUE. HAS VERY STRONG MAGICAL POWERS.

SELL PRICE: \$500	LOCATION STEAL FROM MINOTAURUS
-----------------------------	--

 **DEVIL'S VEIN**

THE BLOOD OF MANY DEVILS, SOLIDIFIED BY MAGIC. BLACK AND SICKLY. DON'T LOOK AT IT FOR TOO LONG.

SELL PRICE: \$750	LOCATION STEAL FROM ISAAC DURING FIRST FIGHT
-----------------------------	--

 **DRAGON SCALE**

ALTHOUGH NOT ACTUALLY TAKEN FROM A DRAGON, SO HARD AND FLAMEPROOF THAT IT MAY AS WELL HAVE BEEN.

SELL PRICE: \$150	LOCATION STEAL FROM SKELETON RIDER
-----------------------------	--

 **ETHER**

SAID TO MAKE UP A LARGE PART OF THE UNIVERSE, BUT FURTHER DETAILS REMAIN UNKNOWN.

SELL PRICE: \$80	LOCATION STEAL FROM LIZARD SHAMAN
----------------------------	---

 **FORGOTTEN MEMORY**

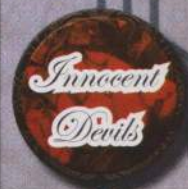
HAS EXISTED SINCE THE CREATION OF THE EARTH. USED TO MAKE WEAPONS, BUT ALMOST IMPOSSIBLE TO WORK WITH.

SELL PRICE: \$100	LOCATION DROPPED BY UNICORN AND AMDUSCIAS
-----------------------------	---


 **FRENZY OF WIND**

A BRIGHT, FRESH GREEN ORE. YOU CAN HEAR THE WIND IF YOU HOLD IT CLOSE TO YOUR EAR.

SELL PRICE: \$120	LOCATION STEAL FROM JIN
-----------------------------	-----------------------------------



GALITITE



A HEAVY RED METAL IN MANY LAYERS. SAID TO DRAW OUT A HUMAN'S LATENT POWER, BUT WHO REALLY KNOWS?

SELL PRICE:
\$50

LOCATION
STEAL FROM RED OGRE AND CRAZY ARMOR

HOLY MAN'S VEIN




THE BLOOD OF A HIGH-RANKING HOLY MAN SOLIDIFIED BY MAGIC. FILLED WITH THE HOLY POWER TO CRUSH EVIL.

SELL PRICE:
\$90

LOCATION
STEAL FROM DEAD FENCER AND DEAD BARON

IMMORTAL FRAGMENT



A PIECE OF ETERNITY ITSELF. RELEASES ENDLESS AMOUNTS OF ENERGY. REALLY SHOULDN'T EXIST, TO BE HONEST.

SELL PRICE:
\$400

LOCATION
STEAL FROM SAINT GERMAIN

INDIGO STEEL



FAIRLY EASY TO FIND, BRIGHT INDIGO IN COLOR AND PRETTY HEAVY. MEETS AT HIGH TEMPERATURES.

SELL PRICE:
\$35

LOCATION
DROPPED BY ASSASSIN ZOMBIE, WOLF SKELETON, RED OGRE, AND LIZARD SHAMAN

JADE



RARELY USED TO MAKE WEAPONS, BUT... MAYBE...?

SELL PRICE:
\$200

LOCATION
DROPPED BY ASSASSIN ZOMBIE

JET BLACK



A PRIMITIVE MATERIAL USED SINCE THE DAWN OF TIME. STILL USED TO MAKE MANY BASIC WEAPONS.

SELL PRICE:
\$50

LOCATION
STEAL FROM CYCLOPS; DROPPED BY EFREET, COCKATRICE, AND LIZARD-MAN

KNIGHT'S VEIN



THE BLOOD OF A GREAT KNIGHT SOLIDIFIED BY MAGIC. IT'S BURNING-HOT RED, TOO HOT TO HOLD FOR LONG.

SELL PRICE:
\$60

LOCATION
DROPPED BY PHANTOM SWORD, SPECTRAL SWORD, DEAD FENCER, DEAD BARON, BONE SOLDIER

LIGHTNING STONE



A STONE MADE WHEN LIGHTNING STRIKES A CRYSTAL BY CHANCE. HAS MASSIVE ENERGY, AND SHOCKING TO TOUCH.

SELL PRICE:
\$500

LOCATION
STEAL FROM THUNDER DRAGON

MIDAS' GOLD




AMAZINGLY PURE GOLD. WORTH A GREAT DEAL, BUT NOT THE BEST MATERIAL TO MAKE THINGS FROM.

SELL PRICE:
\$100

LOCATION
DROPPED BY JIN

MIRACLE EGG



NO ONE KNOWS WHAT WILL BE BORN FROM THIS EGG. LOOKS AS THOUGH IT COULD SUCK YOU RIGHT IN.

SELL PRICE:
\$250

LOCATION
DROPPED BY EVIL CORE AND GOLDEN BONES

ORICHALCUM



THE ULTIMATE METAL, CREATED ON A PHANTOM CONTINENT. SHINES WITH A RED LIGHT.

SELL PRICE:
\$200

LOCATION

STEAL FROM HARPY

PHLOGISTON



HARDENED "WARMTH" COLLECTED FROM A VARIETY OF OBJECTS; GIVES OFF NATURAL HEAT IN ITS PURE FORM.

SELL PRICE:
\$100

STEAL FROM FLAME DEMON

PURPLE GLITTER



A CRYSTAL THAT GLOWS A STRANGE PURPLE. VERY RARE, SAID TO FALL FROM THE SKY.

SELL PRICE:
\$300

LOCATION

STEAL FROM DULLAHAN

RED STEEL



RED STEEL, MADE FROM SOLIDIFIED MAGMA. HARD, GOOD FOR ARMOR AND NON-EDGED WEAPONS.

SELL PRICE:
\$45

LOCATION

DROPPED BY RED OGRE, HARPY, NECROMANCER, ARMORED SPRINTER, UNDEAD LORD

SPIRIT OF FUJI



A GODLY MATERIAL FROM A DISTANT MOUNTAIN IN THE EAST. PRIZED FOR ITS USE IN MANY DIFFERENT WEAPONS.

SELL PRICE:
\$75

LOCATION

STEAL FROM LESSER DEMON; DROPPED BY WIZARD, DARK WARLOCK, NECROMANCER

STEEL



REGULAR STEEL. EASY TO FIND BUT BRITTLE AND HARD TO SHAPE. USED MORE FOR WEAPONS THAN ARMOR.

SELL PRICE:
\$30

LOCATION

DROPPED BY DARK WARLOCK, BONE SOLDIER, AND GREAT ARMOR

SUN TEARS



THE INNOCENCE OF THE SHINING SUN CAPTURED IN AMBER. WILL SHINE BRIGHTLY FOR ETERNITY.

SELL PRICE:
\$75

LOCATION

STEAL FROM EFREET

VAMPIRE BLOOD



A PURE RED JEWEL, CREATED FROM DROPS OF BLOOD FROM THOSE KILLED BY DRACULA. MARK OF A DEMONIC KING.

SELL PRICE:
\$350

LOCATION

STEAL FROM DRACULA IN HIS SECOND FORM

WHITE STEEL



WHITE STEEL. EASY TO COME BY AND CHEAP TO BUY. QUITE WEAK WHEN USED ALONE, BUT EASY TO WORK WITH.

SELL PRICE:
\$40

LOCATION

DROPPED BY GHOUL AND WHITE GRAVIAL

WILD MEMORY



A STRANGE STONE FRAGMENT WITH ANCIENT MEMORIES CARVED ON IT. USED FOR SIMPLE WEAPONS.

SELL PRICE:
\$25

LOCATION

DROPPED BY ZOMBIE, SKELETON BLAZE, AND FENRIR

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DEVIL SHARDS



BATTLE DEVIL SHARD

BY DEVIL FORGING THIS DEVIL SHARD, YOU WILL BE ABLE TO CREATE A BATTLE-TYPE INNOCENT DEVIL.


SELL PRICE: \$700	LOCATION CREATED BY AN INNOCENT DEVIL WHILE FIGHTING
----------------------	---



BIRD DEVIL SHARD

BY DEVIL FORGING THIS DEVIL SHARD, YOU WILL BE ABLE TO CREATE A BIRD-TYPE INNOCENT DEVIL.

SELL PRICE: \$700	LOCATION CREATED BY AN INNOCENT DEVIL WHILE FIGHTING
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DEVIL DEVIL SHARD

BY DEVIL FORGING THIS DEVIL SHARD, YOU WILL BE ABLE TO CREATE A DEVIL-TYPE INNOCENT DEVIL.

SELL PRICE: \$700	LOCATION CREATED BY AN INNOCENT DEVIL WHILE FIGHTING
----------------------	---



FAIRY DEVIL SHARD

BY DEVIL FORGING THIS DEVIL SHARD, YOU WILL BE ABLE TO CREATE A FAIRY-TYPE INNOCENT DEVIL.

SELL PRICE: \$700	LOCATION CREATED BY AN INNOCENT DEVIL WHILE FIGHTING
----------------------	---



MAGE DEVIL SHARD

BY DEVIL FORGING THIS DEVIL SHARD, YOU WILL BE ABLE TO CREATE A MAGE-TYPE INNOCENT DEVIL.

SELL PRICE: \$700	LOCATION CREATED BY AN INNOCENT DEVIL WHILE FIGHTING
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PUMPKIN DEVIL SHARD

BY DEVIL FORGING THIS DEVIL SHARD, YOU WILL BE ABLE TO CREATE A PUMPKIN-TYPE INNOCENT DEVIL.

SELL PRICE: \$5000	LOCATION CREATED BY AN INNOCENT DEVIL WHILE FIGHTING
-----------------------	---

ABOUT DEVIL SHARDS

These small egg-like shards are your means to forging more Innocent Devils. After about 20 minutes of continual use an I.D. may drop a shard for you. The really incredible thing about Devil Shards is not only that you can go to Julia's shop and forge a new I.D., but it will get a 10% bonus of the stats of its parent!



BESTIARY

BATTLING THE BEASTS

There are approximately 80 types of monsters in this game and that makes for a huge variety of attacks and items. Within this section is all the info you will need to figure how to fight these creatures based on their weakness, tolerance, and hit points. Be sure to

equip the correct ring to guard against any of the 11 different damage types. At the same time, check their stats to exploit their weaknesses through the use of your Innocent Devils.



COLLECTING MATERIALS

Monsters are your main source for materials, so get in the habit of stealing from them as often as you can. Also, you should note that there are two drop item slots. The first is their common drop that you will see most often. The second slot, however, is a very rare find that may only surface 1 in a 100 times you kill

a monster. To successfully make many of the coolest and most powerful pieces of equipment, use this appendix to determine which monster drops what you will need. The materials section is an awesome reference to find out what you need to hunt in order to collect that rare material.

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THE ENEMIES


AMDUSCIAS

NO.	LEVEL	HP	EXP
106	39	423	298
129	44	493	572



WEAKNESSES:
 FORGOTTEN MEMORY
 ANGEL HALO

TOLERANCE:
 EARTH
 LIGHT

ITEMS DROPPED
 FORGOTTEN MEMORY
 ANGEL HALO

STEAL
 \$200

A HORSE-LIKE MONSTER KNOWN AS THE ARTIST OF HELL. ATTACKS USING A BIZARRE TORNADO OF RIPPED OUT BOOK PAGES.


ARMOR KNIGHT

NO.	LEVEL	HP	EXP
14	7	185	10
33	15	308	40



WEAKNESSES:
 THUNDER
 WIND

TOLERANCE:
 WIND

ITEMS DROPPED
 ALUMINUM
 GANO
 MAGICAL TICKET

STEAL
 MAGICAL TICKET

ARMOR GIVEN A MIND OF ITS OWN THROUGH EVIL MAGIC, YET COMPLETELY EMPTY INSIDE. SLOW BUT EXTREMELY POWERFUL.


ARMORED SPRINTER

NO.	LEVEL	HP	EXP
80	33	369	188
127	44	514	498



WEAKNESSES:
 THUNDER
 EARTH

TOLERANCE:
 EARTH

ITEMS DROPPED
 RED STEEL
 STUN RESIST RING

STEAL
 \$100

A POWERED-UP WOLF-LIKE MONSTER. WEARS SPIKED ARMOR AND FIRES ULTRA-SONIC BLASTS FROM ITS MOUTH.


ASSASSIN ZOMBIE

NO.	LEVEL	HP	EXP
54	24	232	108
85	34	312	219
125	44	424	553



WEAKNESSES:
 LIGHT
 EARTH

TOLERANCE:
 EARTH

ITEMS DROPPED
 INDIGO STEEL
 JADE

STEAL
 \$200

MOVES FASTER UNDERGROUND THAN ON THE SURFACE. SO WAITS FOR A CHANCE TO ATTACK FOES FROM BELOW.


BASILISK

NO.	LEVEL	HP	EXP
49	23	591	101
139	46	1203	615



WEAKNESSES:
 FIRE

TOLERANCE:
 FIRE

ITEMS DROPPED
 RAMEN

STEAL
 \$200

A BIRD-LIKE MONSTER THAT CANNOT FLY, BUT ITS SWIFT BEAK AND TAIL CAN QUICKLY OVERPOWER ITS PREY.


BLAZE MASTER

NO.	LEVEL	HP	EXP
29	14	247	38



WEAKNESSES:
 FIRE
 LIGHT

TOLERANCE:
 DARK

ITEMS DROPPED
 ANCIENT MEMORY

STEAL
 CEREMONIAL TOOL

A SUPERIOR SKELETON BLAZE. ALONG WITH SUPER FAST MOVEMENT, IT CAN THROW EXPLODING KNIVES.


BLAZE PHANTOM

NO.	LEVEL	HP	EXP
104	39	682	317
126	44	795	609

WEAKNESSES:
 FIRE  LIGHT  DARK 

TOLERANCE:
 DARK 

ITEMS DROPPED

PUNCH RINGS


STEAL


DARK MATTER

AN ELITE SKELETON BLAZE. USES ITS IMPRESSIVE SPEED TO AVOID DAMAGE WHEN ATTACKED.



BLOOD SKELETON

NO.	LEVEL	HP	EXP
8	5	0	1
155	75	0	167

WEAKNESSES:
 FIRE  DARK 

TOLERANCE:
 DARK 

ITEMS DROPPED
 --

STEAL

\$50

LITERALLY UNDEAD, THESE BLOODY BONES ALWAYS RETURN TO LIFE. RED WITH THE BLOOD OF COUNTLESS VICTIMS.


BONE SOLDIER

NO.	LEVEL	HP	EXP
28	13	72	18
43	18	92	36
101	38	176	164

WEAKNESSES:
 FIRE  DARK 

TOLERANCE:
 DARK 

ITEMS DROPPED

STEEL

STEAL

KNIGHT'S VEIN

STEAL

\$50

A MORE INTELLIGENT SKELETON, MADE FROM THE BONES OF A KNIGHT AND EQUIPPED WITH A SWORD AND SHIELD.


COCKATRICE

NO.	LEVEL	HP	EXP
10	6	221	9
138	46	1146	603

WEAKNESSES:
 --

TOLERANCE:
 EARTH 

ITEMS DROPPED

JET BLACK

ITEMS DROPPED

SUNNYSIDE-UP EGG

STEAL

\$100

A COCKEREL-LIKE MONSTER CAPABLE OF GREAT AGILITY. SPEWS STONE BREATH OR SWINGS ITS TAIL TO ATTACK.


CYCLOPS

NO.	LEVEL	HP	EXP
17	8	276	16
141	47	1251	819
151	75	2438	1305

WEAKNESSES:
 --

TOLERANCE:
 EARTH 

ITEMS DROPPED

RICE

STEAL

JET BLACK

A HUGE ONE-EYED GIANT. SLOW, BUT FEW CAN COMPARE FOR RAW POWER. FIRES A BEAM FROM ITS MONO-EYE.


DARK WARLOCK

NO.	LEVEL	HP	EXP
40	17	145	29
116	42	330	262

WEAKNESSES:
 THUNDER  EARTH 

TOLERANCE:
 FIRE 

ITEMS DROPPED

STEEL

ITEMS DROPPED

SPIRIT OF FUJI

STEAL

\$50

A BLACK MAGIC USER WHO SPREADS CORRUPTION. RAISES OTHER MONSTERS' ATTACK AND DEFENSE STRENGTHS.


DEAD BARON

NO.	LEVEL	HP	EXP
26	12	214	22
72	31	454	156

WEAKNESSES:
 DARK 

TOLERANCE:
 LIGHT 

ITEMS DROPPED

KNIGHT'S VEIN

ITEMS DROPPED

WINE

STEAL

HOLY MAN'S VEIN

THE REVIVED CORPSE OF A MASTER FENCER BARON. HIS SWORD MOVES SO QUICKLY IT SEEMS TO HAVE 100 BLADES.


DEAD FENCER

NO.	LEVEL	HP	EXP
25	12	212	21
68	30	437	140

WEAKNESSES:
 DARK 

TOLERANCE:
 LIGHT 

ITEMS DROPPED

KNIGHT'S VEIN

ITEMS DROPPED
 --

STEAL

HOLY MAN'S VEIN

A MONSTER ENDOWED WITH THE SOUL OF A NOBLE. MOVES WITH CUNNING GRACE, CLOSING SWIFTLY UPON ANY FOE.

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DEATH RIPPER

NO.	LEVEL	HP	EXP
67	29	7	2
110	40	9	4
154	75	23	13

WEAKNESSES: | **TOLERANCE:**

ITEMS DROPPED | **STEAL**

— | ICE CREAM | \$100

WIELDS TWO HUGE BLADES, WHICH IT USES IN A VICIOUS SLIDING ATTACK. ENJOYS RIP-PING HUMAN FLESH APART.

DUKE MIRAGE

NO.	LEVEL	HP	EXP
157	--	1460	2007

WEAKNESSES: | **TOLERANCE:**

DARK | ICE | LIGHT

ITEMS DROPPED | **STEAL**

?? | -- | \$500

THE BODY OF A DEAD DUKE, RETURNED AS AN UNDEAD CORPSE. RETAINS BOTH NOBILITY AND HIS HAT.

ECTOPLASM

NO.	LEVEL	HP	EXP
39	16	78	11
48	22	100	23
95	37	157	66

WEAKNESSES: | **TOLERANCE:**

LIGHT | DARK

ITEMS DROPPED | **STEAL**

UNCURSE | CURSE SEALING RING | \$50

THE MANIFESTATION OF TORMENTED SOULS SEEKING VENGEANCE. MOVES SLOWLY AND CURSES ALL WHO TOUCH IT.

EFREET

NO.	LEVEL	HP	EXP
15	7	282	10
23	11	376	21
131	45	1320	576

WEAKNESSES: | **TOLERANCE:**

ICE | FIRE | LIGHT

ITEMS DROPPED | **STEAL**

JET BLACK | SUNNYSIDE-UP EGG | SUN TEARS

A MONSTER ENVELOPED ENTIRELY IN FLAMES. USES ITS COMPLETE CONTROL OF THIS FIRE TO ATTACK.

EVIL CORE

NO.	LEVEL	HP	EXP
115	42	190	116

WEAKNESSES: | **TOLERANCE:**

FIRE | ICE | WIND | EARTH | LIGHT | DARK

ITEMS DROPPED | **STEAL**

— | MIRACLE EGG | DARK CRYSTAL

A CORE OF EVIL MADE FROM HATRED, ENVY, ANGER AND OTHER DARK EMOTIONS. SUCKS IN WHOMEVER IT CAN.

EXECUTIONER

NO.	LEVEL	HP	EXP
2	2	210	4
61	26	465	181
142	47	885	903

WEAKNESSES: | **TOLERANCE:**

EARTH | THUNDER | LIGHT

ITEMS DROPPED | **STEAL**

— | HAM-BURGER | \$50

AN ABOMINATION CREATED FROM NUMEROUS DEAD BODIES. SMASHES ANYTHING IN RANGE WITH A MASSIVE HAMMER.

FENRIR

NO.	LEVEL	HP	EXP
7	5	95	6
21	10	142	15

WEAKNESSES: | **TOLERANCE:**

FIRE | ICE

ITEMS DROPPED | **STEAL**

WILD MEMORY | HOT DOG | \$10

THE GUARD DOGS OF HELL. HUNT AND ATTACK IN PACKS.

FINAL GUARD

NO.	LEVEL	HP	EXP
114	42	700	582
150	75	1610	1338

WEAKNESSES: | **TOLERANCE:**

THUNDER | WIND

ITEMS DROPPED | **STEAL**

ADAMANTINE | HIGH POTION | \$500

INCREDIBLY TOUGH ARMOR HOLDING DEFENSIVE POSITIONS. BREAKING THROUGH ITS LINE OF DEFENSE IS VERY HARD.

FISHMAN



NO.	LEVEL	HP	EXP
38	16	189	43
90	35	360	231
133	45	495	576

WEAKNESSES: ICE THUNDER

TOLERANCE: FIRE

ITEMS DROPPED **STEAL**

ANCIENT MEMORY --- AQUAMARINE

A RED MERMAN; ATTACKS BY SPITTING FIREBALLS. ESPECIALLY DANGEROUS WHEN ATTACKING IN GROUPS.

FLAME DEMON



NO.	LEVEL	HP	EXP
71	31	306	168
97	38	374	255
119	43	438	458

WEAKNESSES: ICE WIND

TOLERANCE: FIRE

ITEMS DROPPED **STEAL**

SUN TEARS --- PHLOGISTON

A DEMON FROM THE INFERNO WITH CONTROL OVER FIRE. BURNS ALL IN ITS PATH WITH FLAMES FROM ITS HANDS.

FLEA MAN



NO.	LEVEL	HP	EXP
16	7	1	0
109	40	5	2
153	75	11	7

WEAKNESSES: **TOLERANCE:**

ITEMS DROPPED **STEAL**

--- MILK \$10

AN AGILE, LEAPING HUMANOID MONSTER ALWAYS FOUND IN LARGE GROUPS.

FROST DEMON



NO.	LEVEL	HP	EXP
65	28	294	148
99	38	392	273
121	43	458	490

WEAKNESSES: FIRE WIND

TOLERANCE: ICE

ITEMS DROPPED **STEAL**

--- ICE CREAM \$100

A FROZEN DEMON WITH TOTAL COMMAND OF COLD. FREEZES ANYTHING IN ITS PATH WITH BLASTS OF ICE.

FROST DRAGON



NO.	LEVEL	HP	EXP
45	19	158	54
107	39	300	230

WEAKNESSES: FIRE

TOLERANCE: ICE

ITEMS DROPPED **STEAL**

--- \$50

A RELATIVE OF THE WHITE DRAGON, CAPABLE OF ICE-BASED ATTACKS.

GAIBON



NO.	LEVEL	HP	EXP
41	17	220	64
86	34	390	292
134	45	550	768

WEAKNESSES: WIND LIGHT

TOLERANCE: DARK

ITEMS DROPPED **STEAL**

--- PIROSHKI \$50

A DIRECT SUBORDINATE OF DEATH, HIS POWERS OF FLIGHT GIVE HIM AN ADVANTAGE OVER FOES ON THE GROUND.

GHOST



NO.	LEVEL	HP	EXP
3	3	44	2
24	11	88	11

WEAKNESSES: LIGHT

TOLERANCE: DARK

ITEMS DROPPED **STEAL**

--- \$50

A FLOATING SPIRIT ABLE TO PASS THROUGH WALLS. KEEPS ETERNAL WATCH, CARRYING A KNIFE AND LANTERN.

GHOUL



NO.	LEVEL	HP	EXP
62	27	160	96
118	42	250	306
156	75	575	702

WEAKNESSES: FIRE

TOLERANCE: ICE

ITEMS DROPPED **STEAL**

WHITE STEEL RAMEN \$100

TRIES TO EAT ANY HUMAN IT SEES. HARD TO SHAKE OFF ONCE ITS ROTTEN TEETH HAVE FOUND WARM FLESH.

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GI-LEE

NO.	LEVEL	HP	EXP
76	31	284	126

WEAKNESSES: EARTH  **TOLERANCE:**

ITEMS DROPPED **STEAL**

\$1

A QUICK-FINGERED MONSTER, CUNNING AND SWIFT. IT ONLY STEALS RARE ITEMS.

GOLDEN BONES

NO.	LEVEL	HP	EXP
158	--	12000	0

WEAKNESSES: **TOLERANCE:** FIRE  DARK 

ITEMS DROPPED **STEAL**

MIRACLE EGG  MIRACLE EGG  \$1000

A RARE SKELETON ENCOUNTERED ONLY BY THE TRULY LUCKY. MADE OF DAZZLINGLY BRILLIANT GOLD BONES.

GREAT ARMOR

NO.	LEVEL	HP	EXP
58	25	465	117
88	35	620	231
136	46	883	603

WEAKNESSES: THUNDER  **TOLERANCE:** WIND 

ITEMS DROPPED **STEAL**

STEEL  SHORT SWORD  CARBON STEEL 

AN ARMOR KNIGHT WITH RED-BROWN ARMOR. BEWARE THE FEARSOME THRUST OF ITS SHIELD BASH ATTACK.

HARPY

NO.	LEVEL	HP	EXP
78	32	340	292
137	46	530	904

WEAKNESSES: WIND  **TOLERANCE:**

ITEMS DROPPED **STEAL**

RED STEEL  ORICHALCUM 

AN AIRBORNE MONSTER WITH A WOMAN'S TORSO. ATTACKS WITH VACUUM POCKETS THAT SHRED AIR AND FLESH ALIKE.

IRON GLADIATOR

NO.	LEVEL	HP	EXP
74	31	576	264
143	47	944	924

WEAKNESSES: EARTH  **TOLERANCE:** THUNDER  LIGHT 

ITEMS DROPPED **STEAL**

SOFT LEATHER ARMOR  DAMASCUS STEEL 

A DEMON STITCHED TOGETHER FROM THE BODIES OF ROMAN GLADIATORS. ATTACKS BY THROWING AN IRON BALL.

JIN

NO.	LEVEL	HP	EXP
93	36	820	254
132	45	1100	595

WEAKNESSES: **TOLERANCE:** WIND  LIGHT 

ITEMS DROPPED **STEAL**

MIDAS' GOLD  FRENZY OF GOLD 

A MONSTER BORN OF WIND, HIDDEN INSIDE A RAPIDLY SPINNING WHIRLWIND. ATTACKS WITH BLADES OF AIR.

LESSER DEMON

NO.	LEVEL	HP	EXP
27	13	149	27
52	23	232	89

WEAKNESSES: WIND  **TOLERANCE:**

ITEMS DROPPED **STEAL**

ALUMINUM  LOLLIPOP  SPIRIT OF FUJI 

A FLYING MONSTER. PATROLS ITS TERRITORY AND ATTACKS ANY TRESPASSERS WITH A VICIOUS SCREW ATTACK.

LIZARD SHAMAN

NO.	LEVEL	HP	EXP
66	28	386	127
123	43	603	419

WEAKNESSES: THUNDER  **TOLERANCE:**

ITEMS DROPPED **STEAL**

INDIGO STEEL  ETHER 

A LEADER OF LIZARDMEN THAT USES FIRE MAGIC. ALSO ARMED WITH A LANCE FROM WHICH IT BLOWS FIRE.

LIZARDMAN

NO.	LEVEL	HP	EXP
11	6	137	7
50	23	280	81

WEAKNESSES: THUNDER
TOLERANCE:

ITEMS DROPPED

STEAL
\$50

UNINTELLIGENT AND UNABLE TO USE MAGIC, BUT STRONGER THAN AN AVERAGE MAN AND HAS HIDE THICKER THAN ARMOR.

MERMAN

NO.	LEVEL	HP	EXP
4	4	76	5
37	15	170	36
89	35	340	208

WEAKNESSES: FIRE THUNDER
TOLERANCE: ICE

ITEMS DROPPED

STEAL
\$50

NOTE: LV. 4 MERMAN DROPS NOTHING

A PURE-BLOOD MERMAN. ATTACKS BY RAMMING OR SHOOTING WATER FROM ITS MOUTH. ALSO FOUND ON DRY LAND.

NECROMANCER

NO.	LEVEL	HP	EXP
77	31	245	114
87	35	272	146

WEAKNESSES: EARTH
TOLERANCE: FIRE

ITEMS DROPPED

STEAL
\$100

AN EVIL MAGIC USER WHO MADE A DEAL WITH THE DEVIL, ALLOWING HIM TO SUMMON MONSTERS ONE AFTER ANOTHER.

ORC

NO.	LEVEL	HP	EXP
13	7	60	6
32	14	95	19

WEAKNESSES: EARTH
TOLERANCE:

ITEMS DROPPED

STEAL
\$10

A PIG-LIKE MONSTER. OPERATES IN PACKS AND ATTACKS FROM LONG DISTANCES WITH BURNING ARROWS.

PHANTOM SWORD

NO.	LEVEL	HP	EXP
34	15	310	42

WEAKNESSES: THUNDER WIND
TOLERANCE:

ITEMS DROPPED

STEAL
\$100

A SWORD MONSTER. DOES NOT REALIZE ITS MASTER IS LONG DEAD, AND CONTINUES TO FIGHT FOR HIM.

RAPID SNIPER

NO.	LEVEL	HP	EXP
73	31	169	96
108	40	221	178

WEAKNESSES: THUNDER EARTH
TOLERANCE: ICE

ITEMS DROPPED

STEAL
\$100

A TOP-RANKED ORC. EMPLOYS A RAPID FIRING BLOWGUN TO MOW DOWN FOES. PIN-CUSHIONS ANYTHING WITHIN RANGE.

RED OGRE

NO.	LEVEL	HP	EXP
57	25	753	155
144	48	1531	872
152	75	2886	1331

WEAKNESSES:
TOLERANCE: EARTH

ITEMS DROPPED

STEAL
GALTITE

A HUGE RED DEVIL. UNSTOPPABLE ONCE ENRAGED, AND CAPABLE OF FIRING A BEAM FROM ITS EYES.

SKELETON

NO.	LEVEL	HP	EXP
1	1	21	0
19	9	49	3
100	38	154	64

WEAKNESSES: FIRE
TOLERANCE: DARK

ITEMS DROPPED

STEAL
\$10

HUMAN BONES REANIMATED AS A MONSTER BY EVIL MAGIC. SLOW-MOVING BUT EQUIPPED TO KILL.

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SKELETON BLAZE

NO.	LEVEL	HP	EXP
6	5	150	7

WEAKNESSES:
 FIRE  LIGHT 

TOLERANCE:
 DARK 

ITEMS DROPPED


STEAL


WILD MEMORY

POTION

A QUICK-MOVING, NINJA-LIKE SKELETON. USES RAZOR CLAWS AND SWIFT FOOTWORK TO CONFUSE AND THEN KILL.


SKELETON RIDER

NO.	LEVEL	HP	EXP
60	26	465	126
135	45	825	576

WEAKNESSES:
 ICE 

TOLERANCE:
 FIRE 

ITEMS DROPPED


STEAL


DUNG

DRAGON SCALE

OVERPOWERS FOES FROM ATOP A DRAGON STEED. KILLING THE RIDER WILL NOT STOP THE MOUNT'S BERSERK CHARGE.


SKELETON TROOPER

NO.	LEVEL	HP	EXP
91	35	640	233

WEAKNESSES:
 ICE 

TOLERANCE:
 FIRE 

ITEMS DROPPED


STEAL


CERAMICS

\$200

A SKELETON KNIGHT ATOP A HEAVILY ARMORED DRAGON. INCREASED WEIGHT CAUSES LITTLE LOSS OF MOBILITY.


SLOGRA

NO.	LEVEL	HP	EXP
30	14	281	39
94	37	629	280
130	45	814	622

WEAKNESSES:
 LIGHT 

TOLERANCE:
 EARTH  DARK 

ITEMS DROPPED



STEAL


ANCIENT MEMORY

BORSCHT

\$200

A DIRECT SUBORDINATE OF DEATH, HIS MULTIPLE LANCE STRIKES ARE ESPECIALLY STRONG AGAINST AIRBORNE FOES.


SNIPER ORC

NO.	LEVEL	HP	EXP
53	24	130	58
69	30	157	90

WEAKNESSES:
 EARTH 

TOLERANCE:

ITEMS DROPPED



STEAL


ANCIENT MEMORY

CARBON STEEL

\$50

A HIGH-RANKING ORC HANDPICKED FOR ITS SUPERIOR SKILLS. USES A BOW TO FIRE THREE SUCCESSIVE SHOTS.


SPECTRAL SWORD

NO.	LEVEL	HP	EXP
35	15	314	43
140	47	926	672

WEAKNESSES:
 THUNDER 

TOLERANCE:

ITEMS DROPPED



STEAL


KNIGHT'S VEIN

HIGH POTION

\$200

A SWORD MONSTER WITH AN INVISIBLE BODY. ITS BLADE CONTAINS THE FORMER OWNER'S ANGER, GIVING IT LIFE.


SPIRIT

NO.	LEVEL	HP	EXP
5	4	32	1
44	19	86	16
79	32	133	45

WEAKNESSES:
 FIRE 

TOLERANCE:

ITEMS DROPPED


STEAL


POTION

\$10

A SLAIN ANIMAL'S HEAD REVIVED AS AN ANGRY WRAITH. NEVER LETS GO ONCE ITS TEETH SEIZE HOLD OF PREY.


THIEF

NO.	LEVEL	HP	EXP
36	15	154	27
47	21	200	54
75	32	285	130

WEAKNESSES:
 EARTH 

TOLERANCE:

ITEMS DROPPED

STEAL


\$1

A MONSTER THAT LOVES TO STEAL. ALTHOUGH WEAK, IT WILL ROB ANYONE IT CAN GET CLOSE TO.



THUNDER DEMON



NO.	LEVEL	HP	EXP
63	27	278	132
98	38	383	264
120	43	448	474

WEAKNESSES:
 WIND 
 EARTH 

TOLERANCE:
 THUNDER 

ITEMS DROPPED

 STORM RING

STEAL

 LIGHTNING STONE

AN ELECTRIC DEMON WITH COMMAND OF THUNDER. CAN SUMMON BOLTS ONTO ENEMIES' HEADS FROM FAR AWAY.




THUNDER DRAGON



NO.	LEVEL	HP	EXP
46	20	167	60
111	40	315	266

WEAKNESSES:
 WIND 
 EARTH 

TOLERANCE:
 THUNDER 

ITEMS DROPPED

STEAL

 \$50

A RELATIVE OF THE WHITE DRAGON. CAPABLE OF THUNDER-BASED ATTACKS.



UNDEAD LORD



NO.	LEVEL	HP	EXP
81	33	171	132
102	38	198	173
124	43	232	311

WEAKNESSES:
 FIRE 

TOLERANCE:
 DARK 

ITEMS DROPPED

 RED STEEL

STEAL

 \$100

A TOP-RANKING SKELETON WITH HIGH INTELLIGENCE AND ATTACK POWER. WIELDS A HIGH-SPEED SPIKED MACE.



UNICORN



NO.	LEVEL	HP	EXP
114	42	700	288
150	75	1610	1338

WEAKNESSES:
 EARTH 
 LIGHT 

TOLERANCE:
 EARTH 
 LIGHT 

ITEMS DROPPED

 FORGOTTEN MEMORY

ITEMS DROPPED

 BEELZEBUB'S SEAL

STEAL

 \$200

A HORNED MONSTER THAT CAN CONTROL PAPER. USES A SELECTION OF PAPERS FOR VARIOUS ATTACKS.



VASSAGO



NO.	LEVEL	HP	EXP
56	25	168	66
83	34	218	124
113	41	272	216

WEAKNESSES:
 LIGHT 

TOLERANCE:
 DARK 

ITEMS DROPPED

STEAL

 CEREMONIAL TOOL

A FLOATING SPIRIT HOLDING TWO AXES. ATTACKS WITH BOTH AXES IN SUCCESSION OR BY SPINNING LIKE A TOP.



WHITE DRAGON



NO.	LEVEL	HP	EXP
22	10	97	14
103	38	286	218

WEAKNESSES:
 ICE 

TOLERANCE:
 FIRE 

ITEMS DROPPED

STEAL

 \$50

THE BLEACHED WHITE BONES OF A DRAGON. IT WILL WAIT PATIENTLY FOR A HUMAN TO PASS BY.



WHITE GRAVAL



NO.	LEVEL	HP	EXP
64	27	371	114
122	43	597	409

WEAKNESSES:
 THUNDER 

TOLERANCE:
 THUNDER 

ITEMS DROPPED

 WHITE STEEL

ITEMS DROPPED

 SERUM

STEAL

 \$100

SKILLED WITH ITS LONG HALBERD; WEARS ARMOR OVER ITS THICK HIDE. A TOUGHER BREED OF MONSTER.



WIGHT



NO.	LEVEL	HP	EXP
84	35	228	139
92	36	234	148

WEAKNESSES:
 LIGHT 

TOLERANCE:
 DARK 

ITEMS DROPPED

STEAL

 \$100

A PERVERSION OF A VASSAGO. ATTACKS BY SWINGING THE TWO SPIKED MACES HANGING FROM EACH HAND.

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WIZARD

NO.	LEVEL	HP	EXP
12	6	71	5
18	8	84	7

WEAKNESSES:

THUNDER

EARTH

TOLERANCE:

ITEMS DROPPED

SPIRIT OF FUJI

STEAL

MEMORIAL TICKET

A MAGIC USER WHO MOVES VIA LEVITATION. ATTACKS WITH LONG-RANGE MAGIC AND HEALS OTHER MONSTERS.



WOLF SKELETON

NO.	LEVEL	HP	EXP
42	17	99	42
51	23	126	86

WEAKNESSES:

FIRE

LIGHT

TOLERANCE:

ITEMS DROPPED

INDIGO STEEL (LV. 23 ONLY)

POTION

STEAL

\$50

THE CORPSE OF A FENRIR REVIVED AS A ZOMBIE. HIDES IN ITS OWN SHADOW TO GET CLOSE TO PREY.



ZOMBIE

NO.	LEVEL	HP	EXP
9	5	50	4
59	26	155	67
117	42	250	233

WEAKNESSES:

FIRE

TOLERANCE:

ICE

ITEMS DROPPED

WILD MEMORY

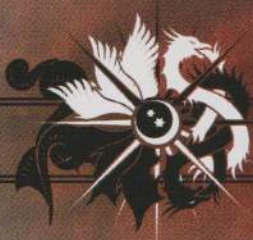
STEAL

\$10

A CORPSE BROUGHT BACK TO LIFE BY THE POWER OF HATE. FAIRLY WEAK, BUT A LEGITIMATE THREAT IN PACKS.

HP 153/153

61/61



THE BOSSES

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CRAZY ARMOR

NO.	LEVEL	HP	EXP
20	9	1330	50

WEAKNESSES: THUNDER

TOLERANCE:

ITEMS DROPPED

STEAL **GALTITE**

CAST-OFF PIECES OF ARMOR BROUGHT TOGETHER BY AN EVIL INTENT. DOES NOTHING BUT ATTACK ALL IT SEES.

WYVERN

NO.	LEVEL	HP	EXP
31	14	1900	240

WEAKNESSES:

TOLERANCE: FIRE

ITEMS DROPPED

STEAL **SHORT-CAKE**

LIKES HIGH PLACES AND LIVES ON A MOUNTAINTOP. ITS FLAMING BREATH REACHES FAR DOWN THE MOUNTAINSIDE.

SKELETON DIVER

NO.	LEVEL	HP	EXP
55	24	3422	720

WEAKNESSES: FIRE

TOLERANCE:

ITEMS DROPPED

STEAL **SUSHI**

A MASTER OF WATER. WORKS IN PARTNERSHIP WITH A GIANT FISH AND HAS KILLED COUNTLESS HUMANS.

MINOTAURUS

NO.	LEVEL	HP	EXP
70	30	4200	1120

WEAKNESSES: WIND

TOLERANCE: EARTH

ITEMS DROPPED

STEAL **DEVIL IRON**

A BULL-HEADED MONSTER. WAITS FOR VICTIMS TO WANDER INTO ITS LAIR. USES ANYTHING IT CAN AS A WEAPON.

ISAAC (1)

NO.	LEVEL	HP	EXP
82	34	5850	1460

WEAKNESSES: ICE

TOLERANCE: DARK

ITEMS DROPPED

STEAL **DEVIL'S VEIN**

ONE OF ONLY TWO DEVIL FORGEMASTERS. HE HAS SEVERAL POWERFUL INNOCENT DEVILS.

SAINT GERMAIN

NO.	LEVEL	HP	EXP
96	37	4250	1730


WEAKNESSES: THUNDER DARK

TOLERANCE: EARTH LIGHT



ITEMS DROPPED

STEAL **IMMORTAL FRAGMENT**


AN ODDLY DRESSED, MYSTERIOUS GENTLEMAN POSSESSING NOTHING BUT SECRETS AND KNOWLEDGE.


TREVOR BELMONT

NO.	LEVEL	HP	EXP
112	40	4700	2220

WEAKNESSES: DARK 
TOLERANCE: LIGHT 

ITEMS DROPPED

STEAL

 CURRY

A TRUE VAMPIRE HUNTER. HIS DESTRUCTION OF DRACULA MADE THE BELMONT NAME FAMOUS AMONG THE PEOPLE.


DULLAHAN

NO.	LEVEL	HP	EXP
145	49	7875	4590


WEAKNESSES: EARTH 
 LIGHT 
TOLERANCE:

ITEMS DROPPED



STEAL

 PURPLE GLITTER


A GHOSTLY KNIGHT WHO SEARCHES FOR HIS LOST HEAD. HAS A COLLECTION OF UNSUITABLE HEADS IN HIS ROOM.


ISAAC (2)

NO.	LEVEL	HP	EXP
146	50	6500	4800

WEAKNESSES: ICE 
TOLERANCE: DARK 

ITEMS DROPPED

STEAL

 CHEESE

ONE OF ONLY TWO DEVIL FORGEMASTERS. HE HAS SWORN ETERNAL LOYALTY TO THE DARK LORD DRACULA.


DEATH

NO.	LEVEL	HP	EXP
147	51	6700	4960


WEAKNESSES:
TOLERANCE: DARK 

ITEMS DROPPED



STEAL

 DEATH PULSE


DRACULA'S SERVANT. HE HAS SWORN ETERNAL LOYALTY TO DRACULA AND REAPS HUMAN SOULS WITH A GIANT SCYTHE.


DRACULA

NO.	LEVEL	HP	EXP
159	--	2920	5580

WEAKNESSES: LIGHT 
TOLERANCE: DARK 

ITEMS DROPPED

STEAL

 TOMATO JUICE

MASTER OF CASTLEVANIA. HE PLUNGED THE WORLD INTO DARKNESS AND REIGNS AT THE HEAD OF AN AGE OF TERROR.


DRACULA (FORM 2)

NO.	LEVEL	HP	EXP
160	--	7500	5790

WEAKNESSES:
TOLERANCE: DARK 

ITEMS DROPPED

STEAL

 VAMPIRE BLOOD

MASTER OF CASTLEVANIA. HE PLUNGED THE WORLD INTO DARKNESS AND REIGNS AT THE HEAD OF AN AGE OF TERROR.


LEGION

NO.	LEVEL	HP	EXP
148	52	6900	0

WEAKNESSES: LIGHT 
TOLERANCE: DARK 

ITEMS DROPPED


STEAL

 PIZZA


A SEETHING LUMP OF FLESH MADE FROM INNUMERABLE HUMAN SACRIFICES. CRUSHES FOES WITH ITS MASSIVE WEIGHT.


NUCULAI

NO.	LEVEL	HP	EXP
149	53	8875	5370

WEAKNESSES: DARK 
TOLERANCE: LIGHT 

ITEMS DROPPED

STEAL

 NEPOLE-TANA

A GIANT OF LIGHT, BORN IN THE CORE OF THE LEGION. IMPERFECT DUE TO EXPULSION BEFORE FULLY FORMED.



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THE TOWER OF ETERNITY

LOCATION: THE FOREST OF JIGRAMUNT

This is a 50-level tower, and once you start, there is no turning back. You can tackle this on your first visit to the Forest but it will be quite a handful at that point. If you are up for the challenge, be sure you are fully stocked on healing items, and rotate your Innocent Devils to level them up. The only thing in your favor is that every five floors you will receive a Potion. At the top of this tower is the Kit Bag that will allow you to equip an extra accessory. This prize makes it worth fighting for early on. The Tower of Eternity is pretty tough at a low level, but the experience and rewards are worth it! Here is a list of what awaits you.



THE TOWER OF ETERNITY

ENEMIES

- | | |
|--|----------------------------|
| 1. SKELETON, Lv 1 | 26. LESSER DEMON, Lv 23 |
| 2. ZOMBIE, Lv 5 | 27. SLOGRA, Lv 14 |
| 3. BONE SOLIDER, Lv 18 | 28. GAIBON, Lv 17 |
| 4. ORC, Lv 14 | 29. SKELETON RIDER, Lv 26 |
| 5. POTION + MAGICAL TICKET | 30. POTION |
| 6. ARMOR KNIGHT, Lv 15 | 31. SKELETON, Lv 9 |
| 7. GHOST, Lv 11 | 32. SPIRIT, Lv 32 |
| 8. CYCLOPS, Lv 8 | 33. BLAZE MASTER, Lv 14 |
| 9. FENRIR, Lv 10 | 34. ASSASSIN ZOMBIE, Lv 24 |
| 10. POTION | 35. POTION |
| 11. SKELETON, Lv 9 | 36. VASSAGO, Lv 25 |
| 12. SKELTON BLAZE, Lv 5 | 37. RED OGRE, Lv 25 |
| 13. WIZARD, Lv 8 | 38. THIEF, Lv 21 |
| 14. MERMAN, Lv. 15 + FISHMAN, Lv 16 | 39. SNIPER ORC, Lv 24 |
| 15. POTION | 40. POTION |
| 16. PHANTOM SWORD, Lv 15 + SPECTRAL SWORD, Lv 15 | 41. SKELETON, Lv 9 |
| 17. COCKATRICE, Lv 6 | 42. BASILISK, Lv 23 |
| 18. FLEA MAN, Lv 7 | 43. WOLF SKELETON, Lv 23 |
| 19. EFREET, Lv 11 | 44. GREAT ARMOR, Lv 25 |
| 20. POTION | 45. POTION |
| 21. SKELTON, Lv 9 | 46. FLAME DEMON, Lv 31 |
| 22. LIZARDMAN, Lv 23 | 47. THUNDER DEMON, Lv 27 |
| 23. SPIRIT, Lv 19 | 48. FROST DEMON, Lv 28 |
| 24. DEAD FENCER, Lv. 30 + DEAD BARON, Lv. 31 | 49. EXECUTIONER, Lv 26 |
| 25. POTION | 50. KIT BAG |

THE TOWER OF EVERMORE

LOCATION: GARIBALDI TEMPLE - (LONG GLIDE FROM TOWER OF ETERNITY)

From the top of The Tower of Eternity you can gain access to another more difficult place: the Tower of Evermore. To get there, you will need the Long Glide ability of your Bird Type I.D. Face the moon in the background so that it is directly in front of you and jump off the ledge, gliding all the way to this new tower. You will be able to get here on your first visit to the Forest, but you have no chance of making it through. This is the single most challenging aspect of the game, so don't even try this tower until you and

your I.D.s are around level 50! In this tower you must fight your way down to the first floor where you can break the wall and exit to Garibaldi Temple. Take a look at what awaits you in this 50 room battle royal. Note the level 75 monsters. Ouch! There are too many possible scenarios that you could face but here are a few tips to help you make it through. The rewards aren't as great as you may think. You can acquire Vampire's Blood near the very bottom - this is useful for making a powerful item.

TIPS: THE TOWER OF EVERMORE

- Stock up on Potions and the Death Doll. Be sure to equip the Death Doll to prevent an unforeseen demise one of the bottom levels.

- It sounds petty but smash every candle! This can make literally be difference between life and death. Remember that they randomly hold Potions and meat, which can save your life.

- Tag team tough enemies with your I.D. If you are both attacking one tough enemy, like a level 75 Red Ogre, it will die sooner and be less of a threat. Also,

multiple attacks can interrupt many monsters from launching their own assault.

- Collect the Extra I.D. Pocket and make sure you are full of powerful Innocent Devils. This item will allow you to carry one more I.D. and that could be all you need.

- Don't give up on your favorite I.D. if it "dies". If you have a very powerful I.D. that falls in battle use an "easy room" for you to bring it back to life. Having the right I.D. can make all the difference.

THE TOWER OF EVERMORE

ENEMIES

50.	MAGICAL TICKET	24.	UNICORN Lv 44
49.	RAPID SNIPER Lv 40 + RED OGRE Lv 75	23.	UNICORN Lv 44 + ECTOPLASM Lv 37
48.	RED OGRE Lv 43 + FLAME DEMON Lv 40	22.	CYCLOPS Lv 75
47.	BASILISK Lv 46 + FLAME DEMON Lv 43	21.	CYCLOPS Lv 75 + DARK WARLOCK Lv 42
46.	BASILISK Lv 46, + IRON GLADIATOR Lv 47	20.	HIGH POTION + GI-LEE Lv 31 + FLEA MAN Lv 75
45.	IRON GLADIATOR Lv 47, SPIRIT Lv 32	19.	THUNDER DRAGON Lv 40 + ASSASSIN ZOMBIE Lv 44
44.	GREAT ARMOR Lv 46	18.	ASSASSIN ZOMBIE Lv 44
43.	RED OGRE Lv 75 + GREAT ARMOR Lv 46	17.	THUNDER DEMON Lv 43 + AMDUSCIAS Lv 44
42.	RED OGRE Lv 75 + FLEA MAN Lv 75	16.	AMDUSCIAS Lv 44 + DUKE MIRAGE
41.	GREAT ARMOR Lv 46 + FLEA MAN Lv 75	15.	DUKE MIRAGE + GHOUL Lv 75
40.	HIGH POTION + THIEF Lv 32 + FLEA MAN Lv 75	14.	AMDUSCIAS Lv 44
39.	BLAZE PHANTOM Lv 44 + WHITE DRAGON Lv 38	13.	BASILISK Lv 46 + WHITE GRAVIAL Lv 43
38.	BLAZE PHANTOM Lv 44 + FINAL GUARD Lv 75	12.	WHITE GRAVIAL Lv 43
37.	FISHMAN Lv 45	11.	ASSASSIN ZOMBIE Lv 44 + GHOUL Lv 75
36.	LIZARD SHAMAN Lv 43 + FINAL GUARD Lv 75	10.	HIGH POTION x 2 + DEATH RIPPER Lv. 75 + FLEA MAN Lv. 75
35.	SKELETON RIDER Lv 45	9.	SLOGRA Lv 45 + GAIBON Lv 45
34.	LIZARD SHAMAN Lv 43 + FLAME DEMON Lv 43	8.	SLOGRA Lv 45 + BLOOD SKELETON Lv 75
33.	FLAME DEMON Lv 43 + EFREET Lv 45	7.	BLOOD SKELETON Lv 75 + COCKATRICE Lv 46
32.	SPIRIT Lv 32 + BLOOD SKELETON Lv 75	6.	COCKATRICE Lv 46 + HARPY Lv 46
31.	BLOOD SKELETON Lv 75 + FINAL GUARD Lv 75	5.	HARPY Lv 46 + RED OGRE Lv 75
30.	HIGH POTION + DEATH RIPPER Lv. 40 + THIEF Lv 32	4.	RED OGRE Lv 75 + IRON GLADIATOR Lv 47
29.	FROST DRAGON Lv 39 + MERMAN Lv 35	3.	FLEA MAN Lv 75
28.	MERMAN Lv 35 + JIN Lv 45	2.	VAMPIRE BLOOD
27.	EXECUTIONER Lv 47	1.	FLEA MAN Lv 75 + GOLDEN BONES
26.	EXECUTIONER Lv 47 + FROST DEMON Lv 38		
25.	FROST DEMON Lv 43 + ARMORED SPRINTER Lv 44		

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THE CHAIRS

Throughout your journey there are 24 chairs where you can take a seat and relax. The chairs don't "do" anything except give you a good laugh. Once you have found a chair it will appear in the Chair Room in Cordova Town. In order to sit in all the chairs you have to beat the game. Finishing the game is not a re-

quirement, but you can only sit in Dracula's Throne during the Boss fight at the end of your quest. Only then will you have sat in every chair, and it is then that the Complete Chair will appear. Here's a list of all of the chairs and the funny descriptions you will obtain upon taking a seat...

NAME: Bench
LOCATION:
Cordova Town



A simple bench, its paint worn from wind and rain. Often found in meeting places; has a retro feel.

NAME: Coffee Cup
LOCATION:
Garibaldi Temple



It may look like a family attraction, but its sickened spinning is not for the faint of heart.

NAME: Comedian's Chair
LOCATION:
Aiolon Ruins



A comic masterpiece created by a legendary comic duo—laugh guaranteed. A real rib-tickler.

NAME: Complete Chair
LOCATION:
Cordova Town



Well Done! Your rear has sat upon a multitude of chairs, and this chair is the proof! Good sitting!

NAME: Director's Chair
LOCATION:
Aiolon Ruins



The comfy, no-nonsense seat of a renowned director famous for his temper. Sit here at your own risk.

NAME: Dracula's Throne
LOCATION:
Dracula's Castle



The Dark Lord's seat. Said to be whittled by a madman from the bones of a long extinct monster.

NAME: Emperor's Throne
LOCATION:
Infinite Corridor



A mechanical chair made by a brilliant scientist ages ago. Moves between the 1st and 2nd floors.

NAME: Hilarious Cushion
LOCATION:
Aiolon Ruins



Good for a laugh or two, this air-filled cushion makes a most peculiar noise when sat upon.

NAME: Gunnery Seat
LOCATION:
Baljhet Mountains + Aiolon Ruins



Shoot stuff!

NAME: Highbrow Chair
LOCATION:
Dracula's Castle



A multifunctional chair in which an intellectual may repose. A rare item, it must cost a bundle.

NAME: Leather Chair
LOCATION:
Aiolon Ruins



A gorgeous chair made from real leather; for a real bigwig. Symbol of a boss, hot-shot or top man

NAME: Gondola
LOCATION:
Abandoned Castle



This Gondola with a bird cage design connects the castle and mountain ranges. Old but still running.

NAME: Pachinko
LOCATION:
Baljhet Mountains



From the distant holy land of Nagoya. Too bad you can't cash in the winning balls for money.

NAME: Park Swing
LOCATION:
Cordova Town



Dusk. My friends have all gone home. As silence falls in the park, I silently await my mother's return.

NAME: Rattan Chair
LOCATION:
Forest of Jigramunt



A rattan chair made by a certain can-bending lady of high standing. Comfortable and relaxing.

NAME: Rocking Chair
LOCATION:
Julia's Shop



Sends you off into a deep sleep with a gentle rocking motion. A little too relaxing, in fact.

NAME: Save Chair
LOCATIONS:
Many



This useful chair allows sitters to take a break from their adventures. Found everywhere.

NAME: Sofa
LOCATION:
Mortvia Aqueduct



A classy, antique looking sofa that seats two. Looks like it would be fun to share with a sweetheart.

NAME: Stump Stool
LOCATION:
Forest of Jigramunt



A rough seat made by the pioneers who cleared this area. Its coarse surface is hard on the rear.

NAME: Therapeutic Chair
LOCATION:
Abandoned Castle



Low Frequency waves soothe away your stiffness. This low price includes delivery and handling! Order now!

NAME: Throne of Bones
LOCATION:
Dracula's Castle



The product of a twisted mind, a chair created from innumerable bones. No fun to sit in, either.

NAME: Teleporter Seat
LOCATIONS:
Many



The seat of a device that allows instant movement across Valachia. The origins of the marvel are lost.

NAME: Western Toilet
LOCATION:
Forest of Jigramunt



Disrobing is not required to sit here, although you may be thought somewhat odd if observed.

NAME: Woodman's Chair
LOCATION:
Forest of Jigramunt



A wooden chair shaped like a man. Be careful how you sit in it, or it may look somewhat rude.

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AND WHEN IT'S OVER...

CRAZY MODE

After beating the game enter @CRAZY as the name for a new game and you can play the game at a really high difficulty setting. More monsters plus less damage for each of your attacks equals FUN!

TREVOR MODE

This mode is also opened once the game is won. Simply enter @TREVOR as the name for a new game to play as the Belmont who defeated Dracula years ago. This character is a blast to use and he plays very similarly to the character in the previous **Castlevania** game, **Lament of Innocence**.

LOAD MEMORY CARD slot 3

1	Hg	Forest of Jigramunt	1F
2	Hg	Garibaldi Temple	B1
3	@CRAZY	Abandoned Castle	1F
4	@TREVOR	Abandoned Castle	2F
5	Alucard	Dracula's Castle	7F

@CRAZY
HEALTH 100
MAGIC 0
GOLD 0
EXP 0.00%

MUSIC BOX : SOUND MODE

If you are able to beat Boss Rush Mode you will unlock the Music Box item that you can get from the Warp Room. This item gives you the option to access the Sound Mode Option to play various music from the game.

BOSS RUSH MODE

When the game is over and you have essentially defeated all the bosses, you will be able to use the cleared data file to enter Boss Rush Mode. Simply enter a Warp Room and prepare to take on each Boss in succession. Several Potions will be available after each fight but your Innocent Devils won't get to recharge that often.



[Boss Rush Mode]
Beljhet Mountains
Garibaldi Temple
Mortvia Aqueduct
Forest of Jigramunt
Cordova - Suburbs
Cordova - Center

MOEBIUS BROOCH

If you are tough enough to beat Crazy Mode this item will be available in the shop. When equipped this will allow you (Trevor) to consume no hearts when using any sub-weapon.



LAMENT SAVE DATA = MOAI

If you have a memory card in slot one with previous save data from **Lament of Innocence** this item, that looks like a head from Easter Island, will be located in the first stage - Abandoned Castle. From your starting position go north to head outside and in a large clearing you will find this magical healing item.



TREVOR BELMONT

Trevor is a true Belmont and that means he uses the old school weapons such as whips. Throughout his quest he will be able to gain several other types of whips, but unlike Hector he is limited to this one weapon. Still, Trevor also has the original Sub-weapon system at his disposal that will make up for all the fancy armor and new fangled weapons kids love these days. In his plus column, he has a lot more basic attacks than Hector and his diversity of combos is vastly superior.

GAME CHANGES

The game's levels are essentially the same but without many of the mechanics. There are no Innocent Devils since you are no longer a devil forgemaster. Also, he can only use whips so there is no material combining. This means monsters drop hearts, meat, or the rare Rosario. Lastly, he does not have any EXP meter so he will always be at the same level. Because of all these changes Trevor will pick up ATK, DEF and HP power-ups in many of the same locations

Hector would find an item. The good thing about this fact is that you don't have to worry about killing monsters to gain EXP to boost your stats. In fact, playing through the game with Trevor is a lot faster since you can avoid many of the monsters and you don't have to mess around with materials. For those who like a straightforward no frills approach, Trevor is your man.



TREVOR'S WEAPONS

VAMPIRE KILLER	ATK=20	
THE VAMPIRE KILLER TRANSFORMED INTO A WHIP OF DARKNESS VIA A MAGIC STONE FITTED INTO ITS GRIP.		


FLAME WHIP	ATK=25	
THE VAMPIRE KILLER TRANSFORMED INTO A WHIP OF FIRE VIA A MAGIC STONE FITTED INTO ITS GRIP.		


ICE WHIP	ATK=15	
THE VAMPIRE KILLER TRANSFORMED INTO A WHIP OF ICE VIA A MAGIC STONE FITTED INTO ITS GRIP.		


THUNDER WHIP	ATK=25	
THE VAMPIRE KILLER TRANSFORMED INTO A WHIP OF THUNDER VIA A MAGIC STONE FITTED INTO ITS GRIP.		

WIND WHIP	ATK=30	
THE VAMPIRE KILLER TRANSFORMED INTO A WHIP OF WIND VIA A MAGIC STONE FITTED INTO ITS GRIP.		

HOLY WHIP	ATK=15	
THE VAMPIRE KILLER TRANSFORMED INTO A HOLY WHIP VIA A MAGIC STONE FITTED INTO ITS GRIP.		

ABYSS WHIP	ATK=50	
A WHIP WITH THE POWER TO VANQUISH EVIL; PASSED DOWN THROUGH THE BELMONT FAMILY FOR GENERATIONS.		

SQUARE TIP	ATK=50	
THE VAMPIRE KILLER WITH A PLATINUM CUBE ATTACHED TO THE TIP THAT GREATLY INCREASES ITS ATTACK POWER.		

CIRCLE TIP	ATK=40	
THE VAMPIRE KILLER WITH AN IRON BALL ATTACHED TO THE TIP THAT GREATLY INCREASES ITS ATTACK POWER.		



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TREVOR'S BASICS

ATTACK BASICS

Pressing the Square button will cause Trevor to attack with his whip. Pressing Square again during this attack motion produces a continuous attack.



ATTACK BRANCHING

Similar to Hector, Trevor can branch his attacks by using the Square and Circle buttons. Unlike Hector, however, the Circle button does not end the chain; further branching is possible. Therefore the configuration of Trevor's attacks is somewhat more complicated than Hector's. (The feel is similar to 'Lament of Innocence').



LIFT ATTACK

Pressing the Square button while holding down R1 will produce a Lift Attack that launches the enemy up into the air. This attack can be performed at any time while Trevor is on the ground. However, there are some enemies that cannot be launched



SOMERSAULT KICK

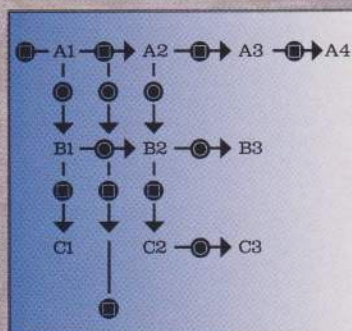
By pressing the X button immediately after the Square button, or pressing Square and X simultaneously, Trevor will jump up and perform a kick. Enemies on the ground that get hit by this attack will be launched into the air.



TREVOR'S COMBOS

COMBO STRUCTURE

Pressing the Square button will cause Trevor to attack with his whip. Pressing Square again during this attack motion produces a continuous attack.



A1 - Whip Attack 1



A quick whip attack with a snap.

A2 - Whip Attack 2



Another quick snap attack following Whip Attack 1.

A3 - Whip Attack 3



Trevor swings down his whip to attack the enemy.

A3 - Whip Attack 4



Trevor spins at high speed, striking out at his enemies.

B1 - Left Hook



A left hook while advancing, can stun enemies.

B2 - Low to High4



Following a low kick, Trevor spins around and performs a high kick.

B3 - Final Rush



After numerous kicks, the enemy is knocked backwards with a heel drop.

C1 - Spiral Charge



Trevor advances swiftly and knocks the enemy back.

C2 - Rising Shot



Trevor jumps up and launches the enemy with his whip.

C3 - Spinning Blast



Trevor dives down from the sky, blasting away the enemies around him with a shockwave.

TREVOR'S SUB-WEAPONS

SUB-WEAPONS

The traditional weapon of a Belmont, these Sub-Weapons are unique attacks that consume hearts when used. There are two types of attacks, a Normal version that is activated by pressing Triangle and a Special version that is performed by pressing R2 + Triangle. Each type of attack has its advantages such as the speed of the Knives, the undead cleansing of Holy Water, and the boomerang action of the Cross. Switch between these weapons by using the D-Pad.

AXE

Normal - Tomahawk (5)



Special - Destruction (10)



KNIFE

Normal - Triple Dagger (1)



Special - Blade Serpent (10)



HOLY WATER

Normal - Roaring Flames (3)



Special - Energy Wave (8)



CROSS

Normal - Cross Boomerang (5)



Special - Grand Cross (15)



CLOCK

Normal - Time Stop Lv.1 (20)



Special - Time Stop Lv.1 (30)



Characters

Game System

Innocent Devils

Walkthrough

Equipment

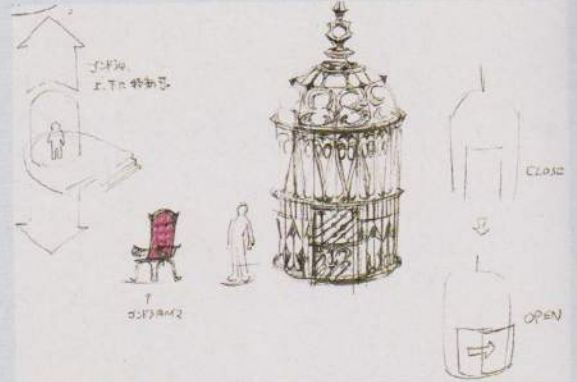
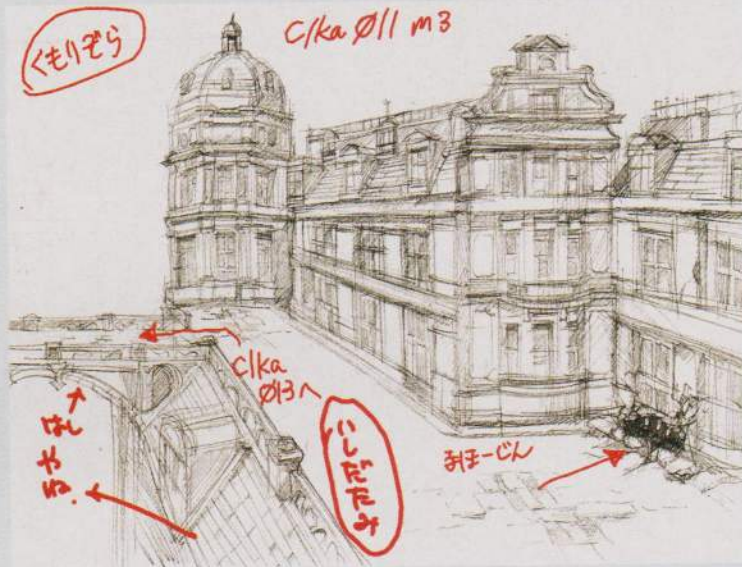
Accessories & Items

Bestiary

Secrets

CONCEPT ART GALLERY

BACKGROUNDS

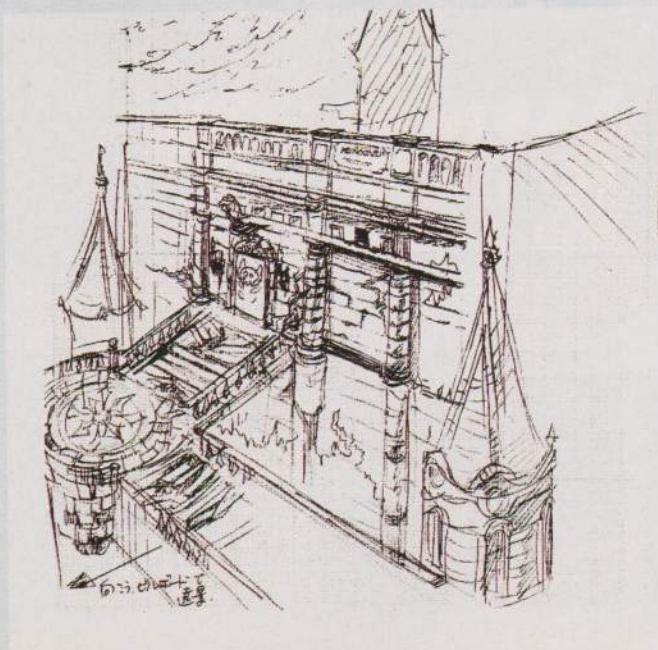


■城門 城門の周りは崖とか木とかで覆われている感じ。

kepa000(色味はkepa007とかに近い感じで。色なしゴメン)
*ここはgara020からショートカットがあります。

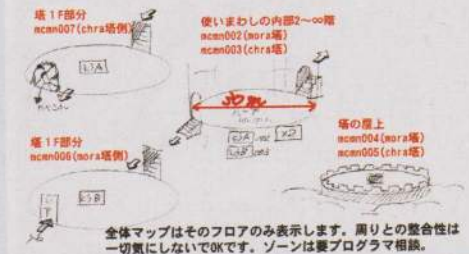


ムービーで跳ね橋が下りてくるくだりがあります。実機は動かないけど、それなりに作ってください。(前作参考に)



塔 mcmn002. 003. 004. 005. 006. 007

塔モデルは下図の様に作成。



*敵をいっぱい出したいので一万頂点以内で作ります。

mcmn002. 006

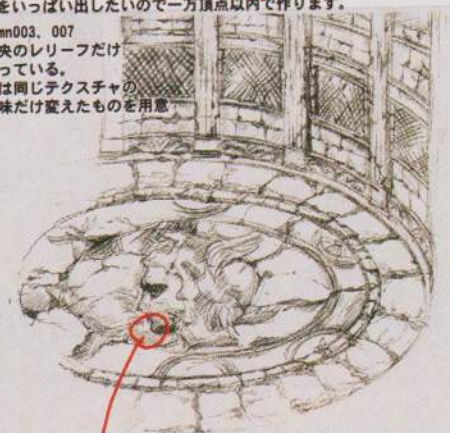


これは
まじのサウ。
(noボス)

*敵をいっぱい出したいので一万頂点以内で作ります。

mcmn003. 007

中央のレリーフだけ
違っている。
他は同じテクスチャの
色味だけ変えたものを用意



■カタコンベ



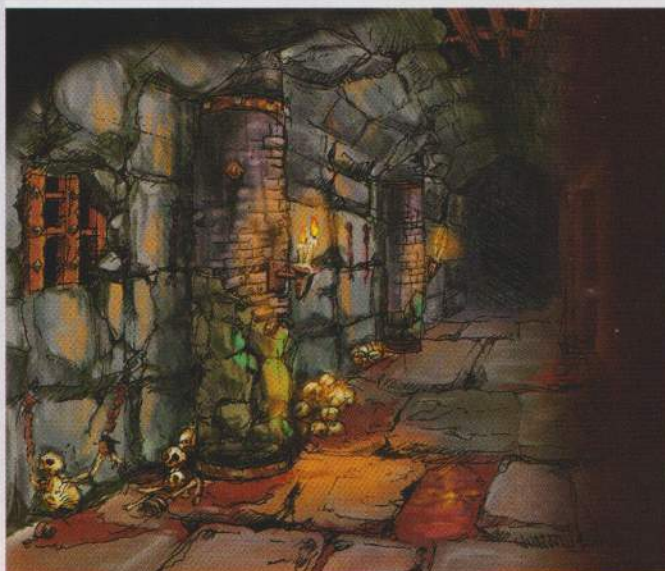
レギオン部屋に近づくにつれ、内臓グロ系の背景になってゆく。ちょーきもい。



レギオン部屋の螺旋階段とおんなじ柄の床。

■ドラキュラ第1形態バトル部屋 kepc004

あたりに関係ないところで裏面に
パタパタなびいていると超かっこいいです。

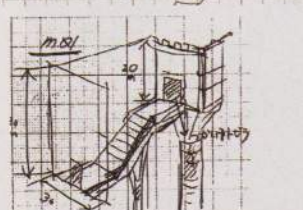
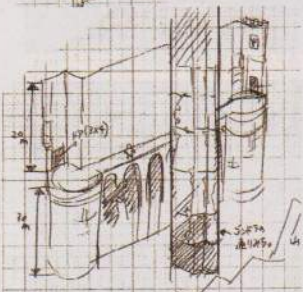
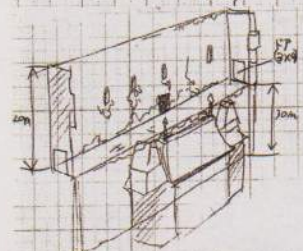
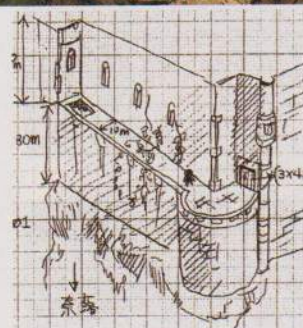


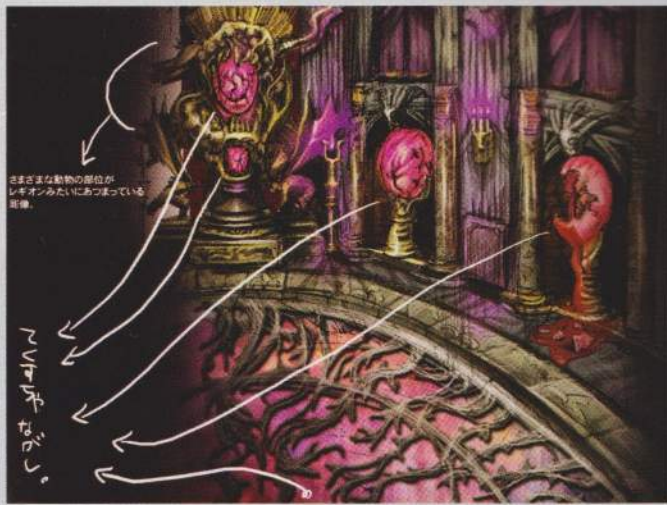
■ミノタウロス部屋mora012



muga000

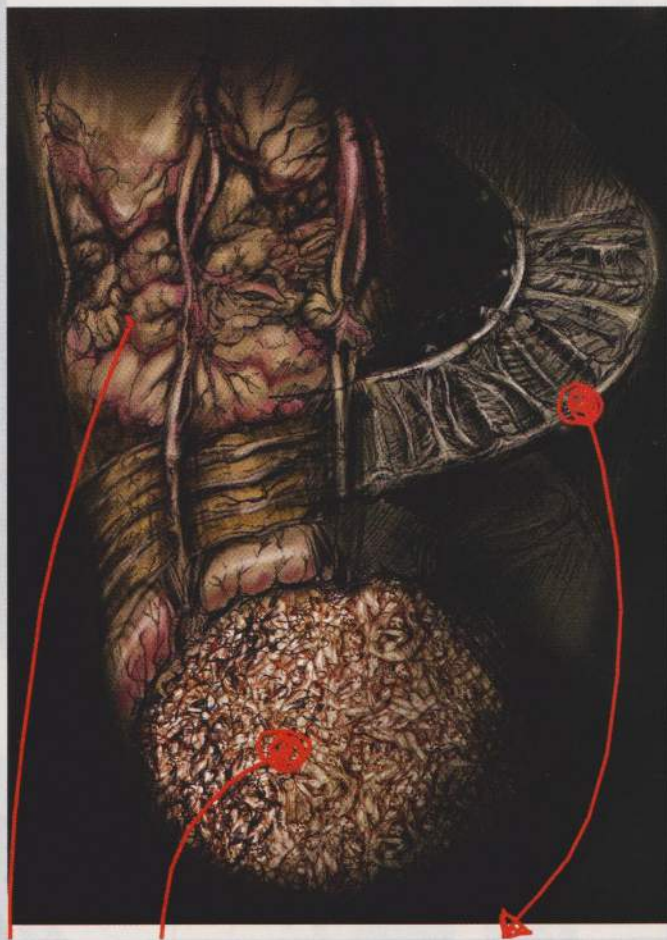
高くそびえる塔





■レギオンルーム

臓器に取り囲まれた円筒内で闘う。



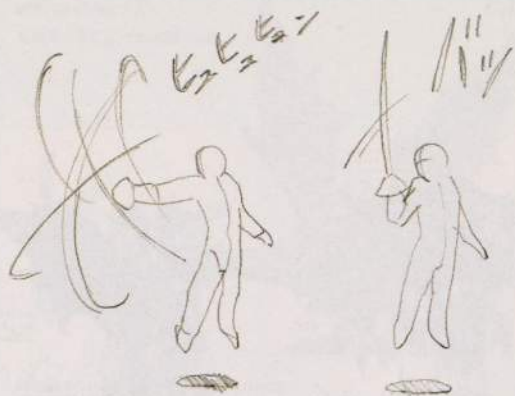
ENEMIES



フードに深くかぶり
目が見えない。
*武器実際は右手持ち

らネックレスをいくつか
下げている。
模様の変更はアリ

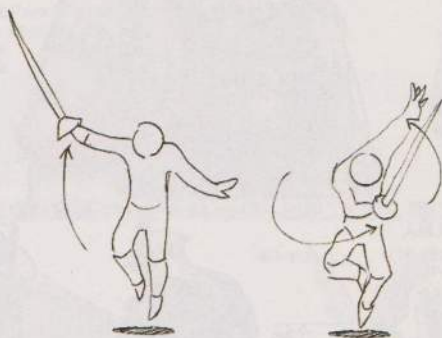




攻撃予告。前振りの刺アクションは短かめ



猛スピードでプレイヤーを貫通して突進。



ダッシュ突きがヒットした場合のみ。ダッシュ突き後に紳士的にお辞儀。



杖の玉はエフェクトで光っている。
杖の色は暗い色に合えば適当にお願います。



顔は見えないで目だけ光っている。
ロープには怪しい模様

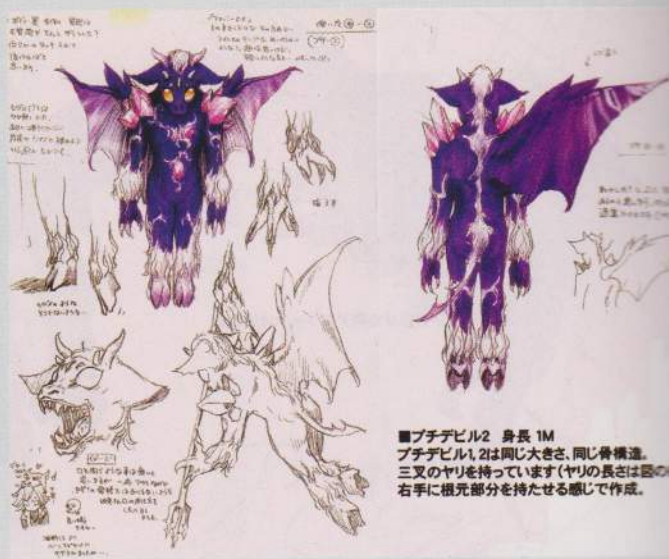
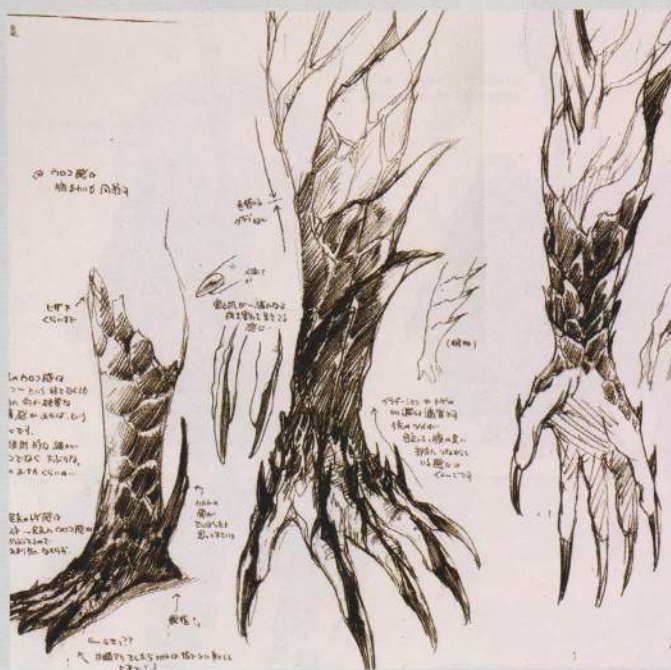


回転しながら真上に飛び上がるように出現。
体勢を戻しながら地面に着地。

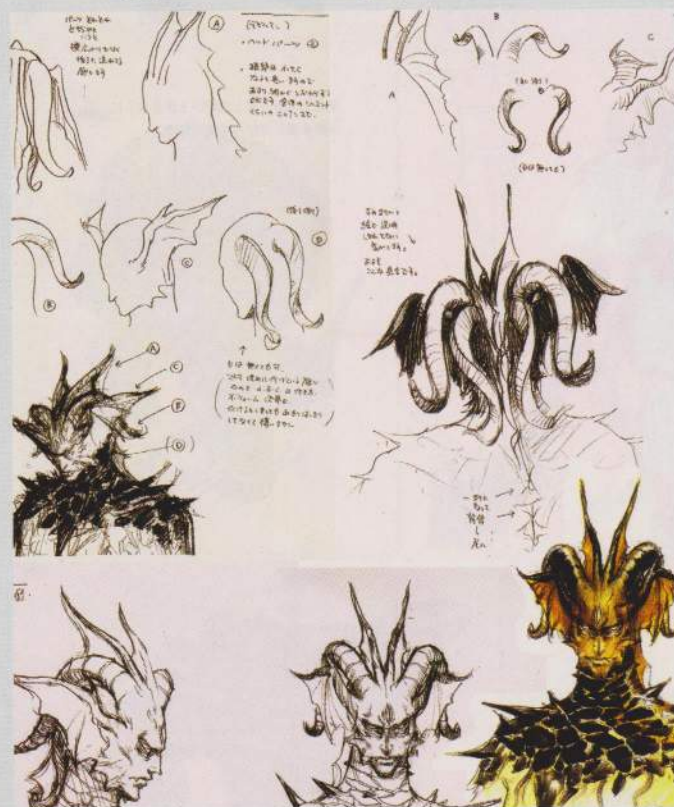


「グロリア」

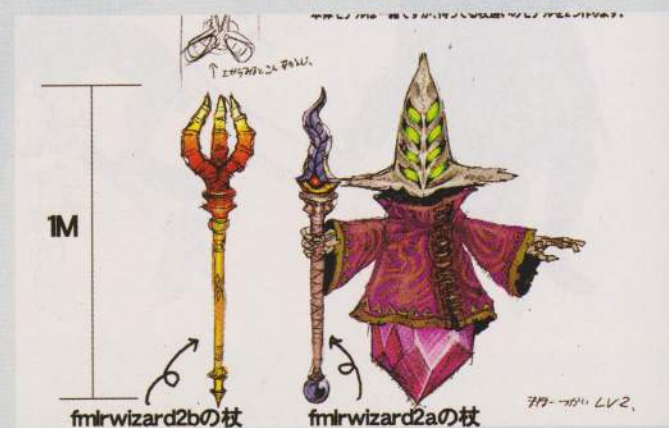
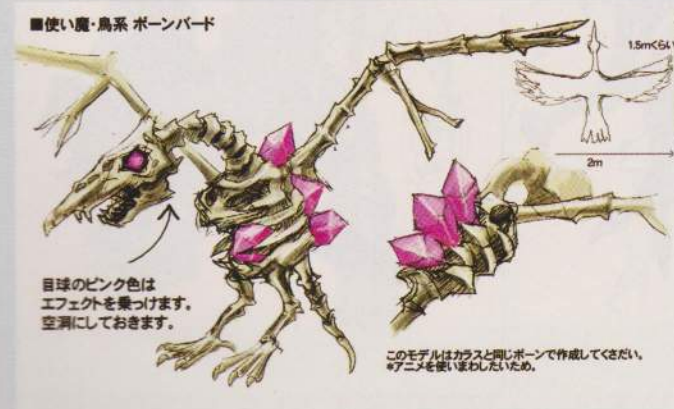




■ブチデビル2 身長 1M
ブチデビル1, 2は同じ大きさ、同じ骨構造。
三叉のヤリを持っています(ヤリの長さは図の
右手に根元部分を持たせる感じで作成。



2.3M



■使い魔・鳥系ドラゴン
両翼を水平に広げた状態で4M



ドラゴンとワイバーンは大きさ、骨構造共に同じにしてください。
*アニメを思いまわしたいので。

■使い魔・鳥系ワイバーン
両翼を水平に広げた状態で4M



ドラゴンとワイバーンは大きさ、骨構造共に同じにしてください。
*アニメを思いまわしたいので。

■使い魔・鳥系ゴールドフィンチ



このモデルはカラスと同じボーンで作成してください。
*アニメを思いまわしたいので。

■使い魔・鳥系キメラ



顔のようなものが集まっている

キメラ

ゆきゆきしてる。

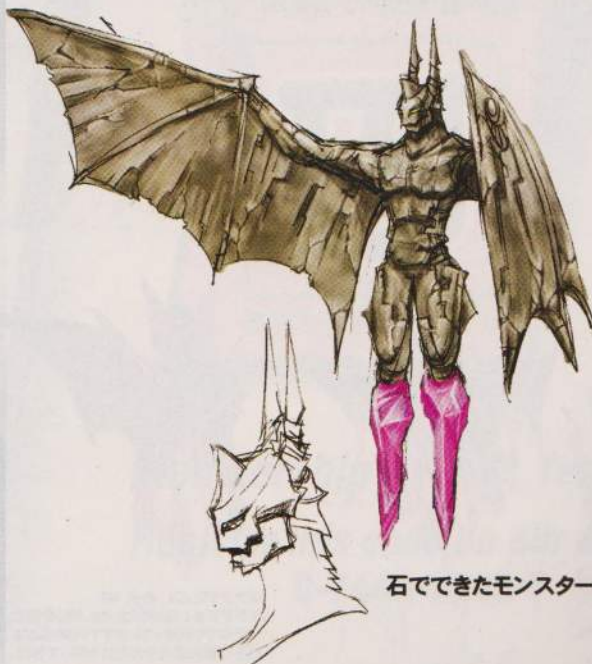
■使い魔・鳥系ハーピー *レッサーと同じ大きさ、同じ骨構造。



真鍮でできたモン

ハーピー FR

■使い魔・鳥系レッサー *ハーピーと同じ大きさ、同じ骨構造。



石でできたモンスターです

レッサー FR

【モンスター系 マッチョ



武者ヨロイ

2m30x

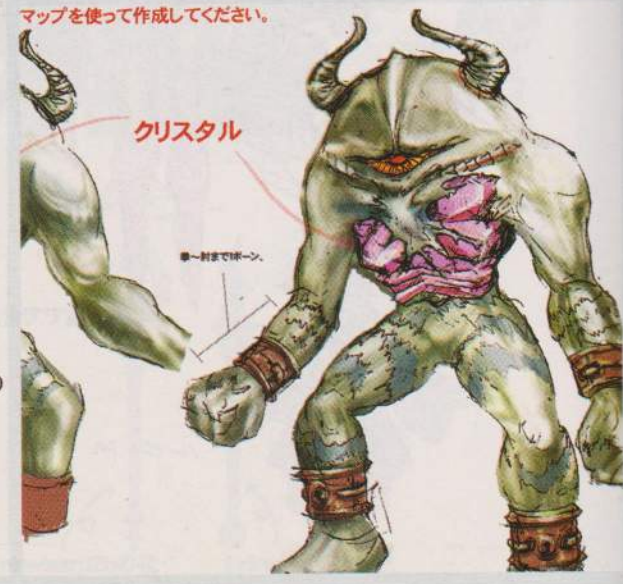


■使い魔 デビルマン 身長2M



■プチデビル1 身長 1M
プチデビル1, 2は同じ大きさ、同じ骨構造。
二又のヤリを持っています(ヤリの長さはプチデビル2と同じ)
右手に根元部分を持たせる感じで作成。

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